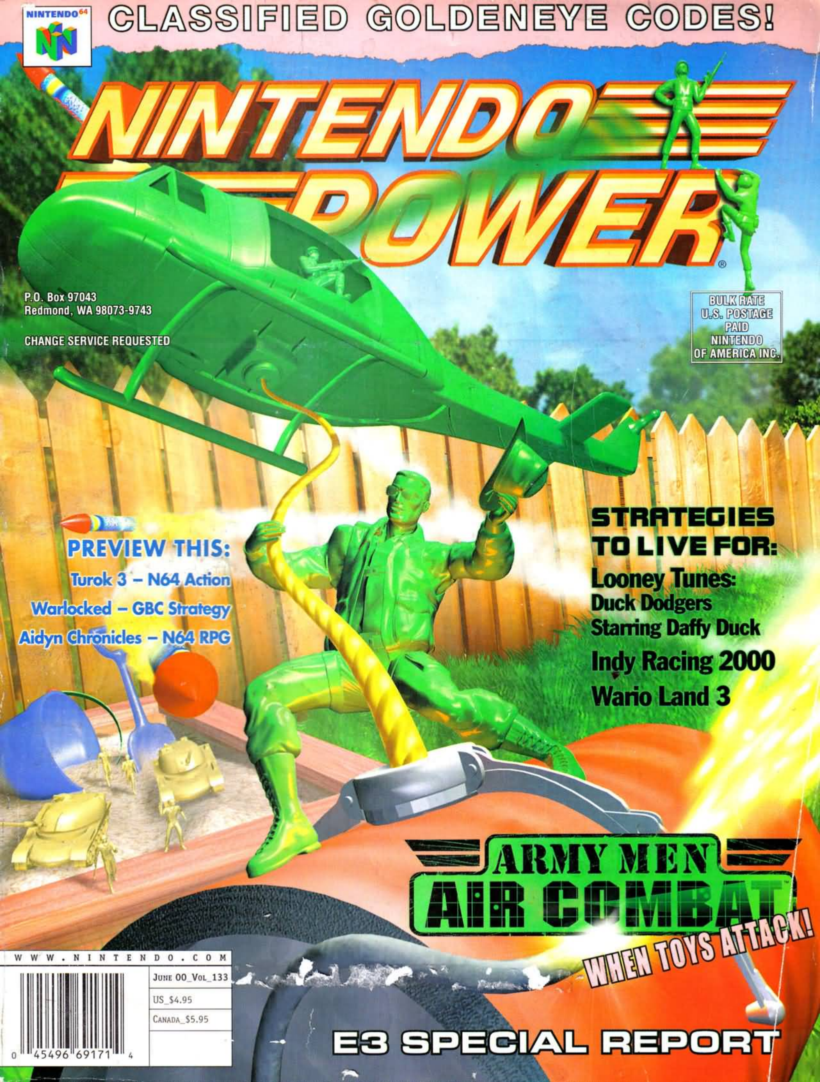


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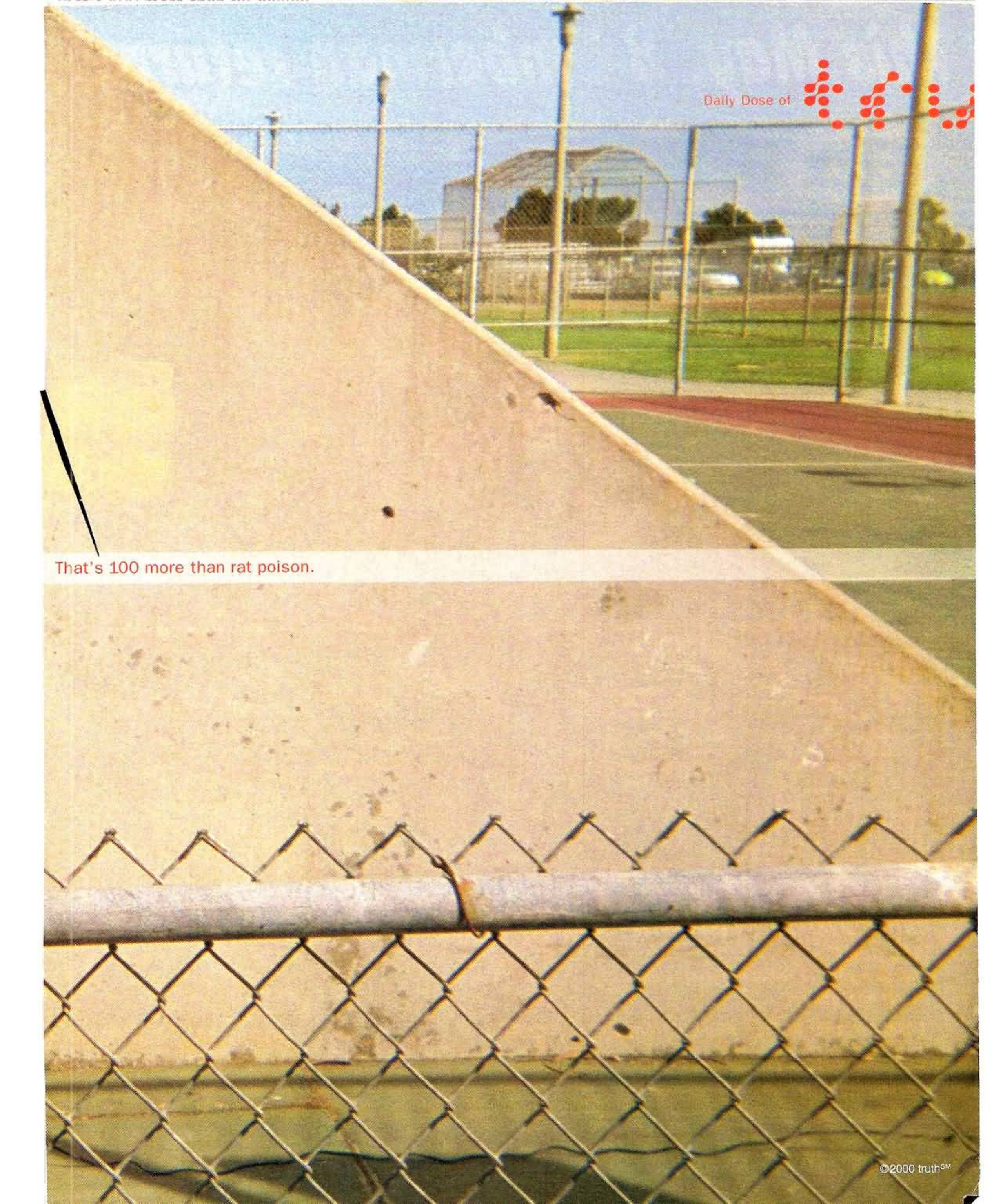
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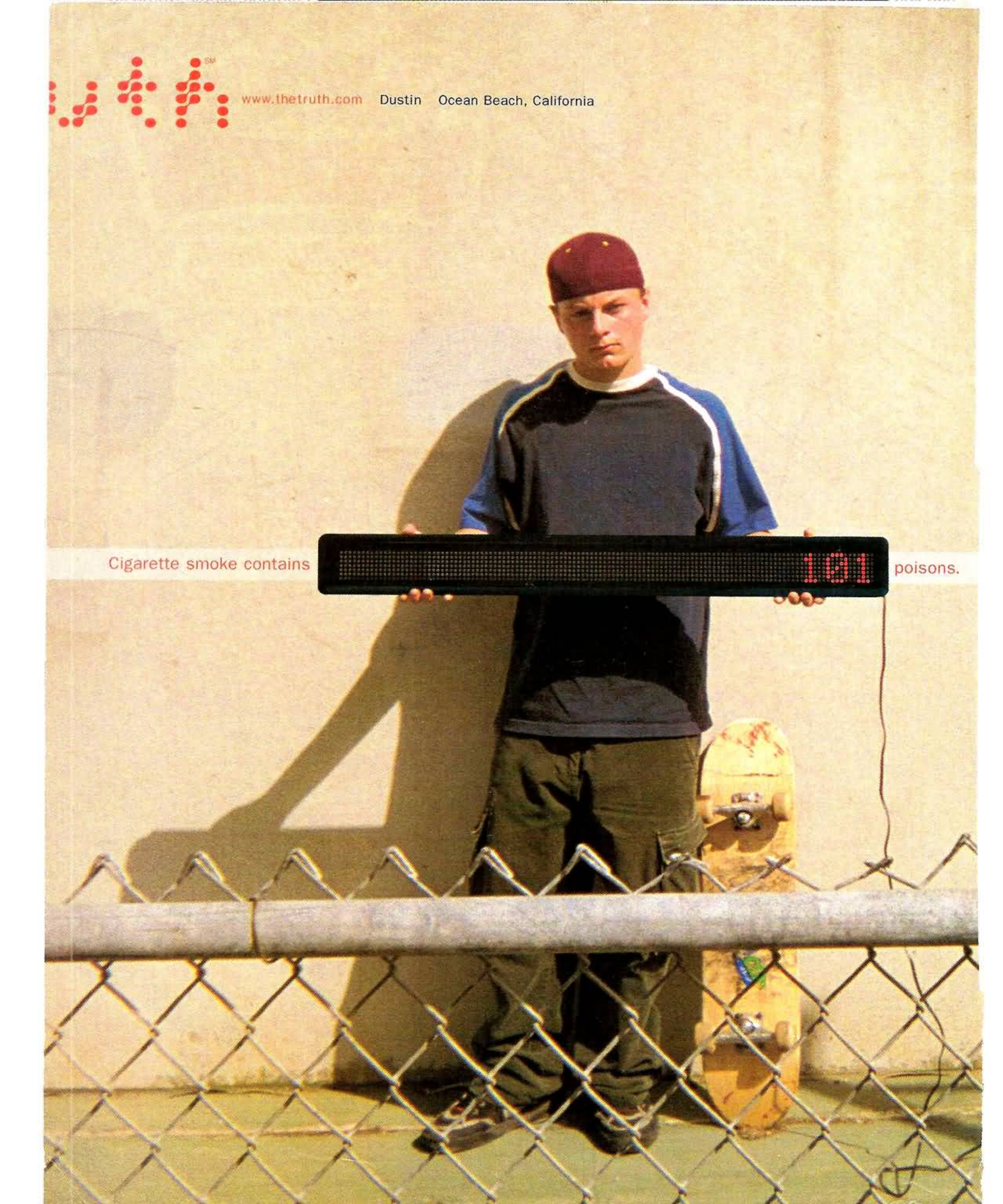







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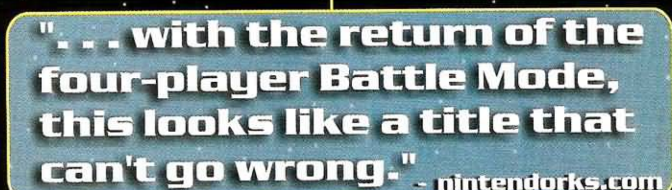




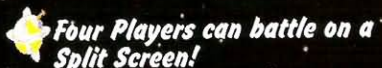
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TUROK 3 PREVIEW



If you interpret "Cerebral Bore" to mean "the coolest weapon ever" rather than "a dull brainiac," you'll love this month's bronto-sized peek at Turok 3's new heroes and Jurassic-kicking weaponry.

Page 26

DUCK DODGERS



Marvin the Martian is on the loose, and only Daffy Duck can stop him in Infogrames' looney romp based on the cartoon, *Duck Dodgers in the 24 ½th Century*. So stop being despicable and learn how to lay the quack down.

Page 36

AIDYN CHRONICLES PREVIEW



THQ is touting it as the first true RPG for the N64. Turn-based battling. Spellcasting. Real-time adventuring with four controllable characters at a time. Join the party with this month's preview.

Page 50

WARIO LAND 3



Get good at being bad. Mario's archrival returns in Wario Land 3, and you'll pick up the wicked tricks that'll keep your purple overalls out of trouble for all 25 levels of the Game Boy Color adventure on page 58.

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Volume 133 • June 2000

GAME STRATEGIES

SPECIAL FEATURES

DEPARTMENTS

player's pulse

Judging by the overwhelming response we got to our Super Smash Bros. question, you readers are just as fond of the game as we are. We might not have determined who the best is, but we can tell you this—if you've got the skills (and all of you certainly claim that), any character can reign supreme. Check out what your fellow Smashers have to say.



Kevin Frances • Culver City, California

Pink Power

Two words: Definitely Kirby.

Pat Nolan
Via the Internet

Isn't it obvious? Who could it be except for Kirby? This marshmallow has a ton of skill. He has nerves of steel and a blade of steel, stands his ground as a rock and mimics all other characters. No contest necessary.

Dan Chapman
Via the Internet

Heidi Bolduc • Fort Lauderdale, Florida

I think Kirby is the best character because he is cute, pink, fluffy and very wise.

Johnny Gallis
Via the Internet

The best player on Super Smash Bros. is Kirby, and here's a tip to keep from losing with him: When you get blown really high into the air and are going to disappear off screen, turn into a brick to save yourself.

Nick Young
Via the Internet

We have to admit, Kirby is rather good. Being able to come back from so far off screen is a huge advantage, and Nick's tip will help you combat that high throw that is the only easy K.O. for this Dreamland veteran. Thanks a lot, Nick—like Kirby maniacs needed any more help!

Psychic Steamroller

The best SSB character is (drumroll!)...Ness! Why? He has a home run bat and psychic powers, and he can ram himself into an enemy by using his PK Thunder against himself.

RoarShack1
Parma, OH

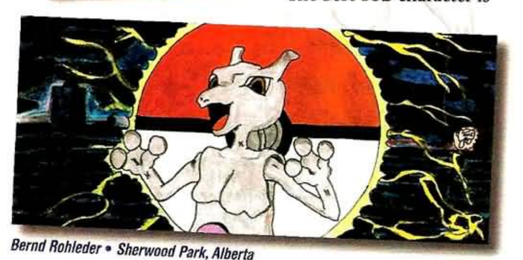
I hate to admit this, but even though he may not be my best character, Ness is the best in the game.

Sam Ellenbogen
Via the Internet

The best character in SSB is obviously Ness. He can jump the highest, his PK Fire can attach itself to other players and his PK Thunder is incredibly powerful if you use it to smash Ness into opponents. Plus, his PSI Magnet recovers damage. Add that to the fact that he's from the greatest game ever–you see why he's the best.

Mark Ganser
Howards Grove, WI

Yes, there is a certain contingent here at NP who completely agrees with you. While those attacks put Ness on a plateau, let's not forget the instant K.O. When Ness is above another player, he can do the old Down and A attack to dunk them off the bottom of the screen before they can recover.



Bernd Rohleder • Sherwood Park, Alberta

The Hylian Hit Machine

Who can destroy Gannondorf, wild dragons and witches? Who else can use magic? Who else can both outfight and outsmart people? Link is the best.

Nick Beaslin
Sandy, UT

By far, it's Link. First of all, he has the original Zelda music, Master Sword and Hyrule castle backing him up, but he also has the infamous bombs, boomerang and Hookshot in his arsenal. One thing bothers me, though. In Ocarina of Time, only young Link can use the boomerang, but in SSB adult Link can. Why?

Michael Shaeffer
Via the Internet

He can use the boomerang because he had one specially made for the Smash Bros. tournament, all right? Link does rule the roost more often than not, since his attacks are so fast and powerful. His one weakness, the short triple-jump, is negligible in the hands of a master.

The Yoshinator

Yoshi isn't just the cutest Nintendo character ever. Come on, we all know that Yoshi's Slurp and Burp move is the best throw. Even

Background Art: Joseph Clark • Houston, Texas

though he has no Up and B move, the rest of his moves more than make up for it. The best is the hip drop.

Rebecca J. Schmitt
Via the Internet

Let's not forget the fact that Yoshi is nearly invincible while jumping. Man, that little guy can catch air!

The Samus Spank?

I would have to say Samus is the best Super Smash Bros. character because she can do the "Samus Spank" and you can supercharge her gun.

Alex Potts
Via the Internet

Uh...we like Samus, too, but seriously. "The Samus Spank?"

The Classic Champ

Are you crazy? No one could touch Mario. He's one of the best jumpers in the game, has a slew of moves like the Bowser toss and fireball, and can do insane combos. My favorite is "The Mario TKO Tornado"—a tornado spin, headbutt, coin uppercut.

Mason Mangrum
Via the Internet

The best character is, of course, Mario. Not just because he's Nintendo's main plumber. If he's not doing his spin move up close, he's shooting fireballs from far away.

Kashif Sheikh
Via the Internet

Who could say no to Mario? A certain smasher on the NP staff who shall remain nameless (Chris "Punisher" Shepperd) uses Mario's headbutt so effectively it's practically unstoppable. And that vacuum spin? Forget about it.

Electroshock Therapy

Pikachu is definitely the best. It has super speed and powerful attacks like thunder, and uses the Quick Attack to get back in the battle.

Dana Vinter
Via the Internet

Yeah, but how does Pikachu get such a powerful swing when it has to carry a Beam Sword in its mouth? We can't figure that out. Still, the fact that Pikachu is such a small, fast target makes it incredibly tough.

Aye, Aye, Captain

Captain Falcon is the fastest in the game and can hurl items a long way. His Falcon Punch is so strong! And, no one else looks good in black.

Daniel Casey
Via the Internet

But if you miss with his Up and B, you're done for. Then again, if it connects, it's probably the coolest looking attack ever.

The Kong is King

Even though he doesn't have any fancy moves, I think Donkey Kong's brute strength can take anybody.

Chris Leone
Via the Internet

DK is a force to be reckoned with, to be sure. Not only can he hurl barrels around like they were toys, he can also pick up other characters and carry them off the ledge to their doom if you're leading in the match.

Let's Not Forget Luigi

Luigi is just like Mario but better. His uppercut move can K.O. someone with high damage instantly. He's faster than his brother. And his fireballs go straight and don't fall to the ground like Mario's.

Jesse Fenlon
Via the Internet

The best character has got to be Luigi. He is very fast and agile and he possesses the built-up rage from being overshadowed by Mario all of these years.

Adam Leuenberger
Via the Internet

Luigi's also the only character whose taunt does damage. Cool.

Favorite? Fox.

To answer your question, Fox is definitely the best. He has the quickest and most effective moves in the game. The only flaw is that his better moves are complicated, and as a result beginners get wrecked.

Tim Hickson
Via the Internet

Oh, no wonder we've been getting wrecked.

Puff Can Play

I think Jigglypuff is the best player. Its Sing move is awesome! Go Jigglypuff!

Marina Oliveira
Via the Internet

If you can use Jigglypuff's Sleep move effectively, we have to admit grudgingly that it's almost unstoppable.

Finally, a Philosopher

You wanna know who the best is? Well, "beauty is in the eye of the beholder." Everyone is good—depending on choice, the characters



Sandra Crewe • Labrador City, Newfoundland



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power charts

Summertime is finally here, and with the warm weather comes some serious heat on the Power Charts. If the no-nonsense debuts of Pokémon Stadium and Mario Party 2 are any indication, it's going to get pretty steamy atop the N64 charts!

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



Uh, oh. Here it comes. Pokémon Stadium begins its charge for the top spot with an incredible debut at number three. If Link isn't sweating in his Kokiri boots yet, wait'll he catches a glimpse of Mario Party 2, whose number-seven debut wasn't too shabby either.

2 GOLDENEYE 007

3 POKéMON STADIUM



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	18
2	GOLDENEYE 007	NINTENDO	2	42
3	POKéMON STADIUM	NINTENDO	—	1
4	DONKEY KONG 64	NINTENDO	3	3
5	SUPER SMASH BROS.	NINTENDO	4	12
6	JET FORCE GEMINI	RARE	5	6
7	MARIO PARTY 2	NINTENDO	—	1
8	WRESTLEMANIA 2000	THQ	7	3
9	HARVEST MOON 64	NATSUME	9	3
10	POKéMON SNAP	NINTENDO	6	10
11	MARIO PARTY	NINTENDO	8	15
12	RESIDENT EVIL 2	CAPCOM	14	3
13	BANJO-KAZOOIE	RARE	—	22
14	SUPER MARIO 64	NINTENDO	10	45
15	STAR WARS: ROGUE SQUADRON	LUCASARTS	13	16
16	NFL BLITZ 2000	MIDWAY	11	6
17	MARIO KART 64	NINTENDO	15	42
18	GAUNTLET LEGENDS	MIDWAY	18	5
19	ARMY MEN: SARGE'S HEROES	3DO	16	6
20	RAINBOW SIX	RED STORM	17	3

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)



Everything is stable on the top of the Game Boy charts, so we'd just like to take a moment to single out long-time achiever Super Mario Land 2: 6 Golden Coins. This game has gone into an incredible 90th month on the Power Charts. Talk about staying power!

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 POKéMON PINBALL



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	19
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	86
3	POKéMON PINBALL	NINTENDO	3	9
4	JAMES BOND 007	NINTENDO	4	26
5	SUPER MARIO BROS. DX	NINTENDO	5	5
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	7	90
7	DONKEY KONG LAND 3	NINTENDO	8	30
8	FINAL FANTASY LEGEND 3	SQUARE	—	79
9	KIRBY'S DREAMLAND 2	NINTENDO	—	56
10	DONKEY KONG LAND	NINTENDO	—	59

MOST WANTED

1. DOLPHIN
2. POKéMON GOLD (GAME BOY)
3. ZELDA: MAJORA'S MASK (N64)
4. POKéMON SILVER (GAME BOY)
5. ZELDA: FRUIT OF THE MYSTERIOUS TREE (GAME BOY)
6. BANJO-TOOIE (N64)
7. KIRBY 64: THE CRYSTAL SHARDS (N64)
8. GAME BOY ADVANCE
9. EARTHBOUND 64 (N64)
10. OGRE BATTLE 64: PERSON OF LORDLY CALIBER (N64)

are so beautifully evened out it's incredible.

Boris
Brooklyn, NY

Thanks for so eloquently summarizing what is, of course, the true genius of Smash Bros. EVERYONE is good, and with enough practice, you can turn any one of these characters into world-beaters. Unless, of course, you're playing against another anonymous member of the NP staff who sincerely has to inform you that, with Ness, he would take every last one of you to school.

Evil Fashion Statements

I was playing *Zelda: Ocarina of Time* and was talking to adult Malon at Lon Lon Ranch. I looked at her in the first-person view and noticed she was wearing a brooch. It was Bowser! Why would you put Bowser in a Zelda adventure?

Liz Plahn
Via the Internet

Frankly, we didn't believe you until we headed to Lon Lon Ranch and checked it out for ourselves. And wouldn't you know it—you're right! There are two possibilities, the first of which is that Mr. Miyamoto enjoys shuffling little bits of his creations together, as evidenced by the pictures you can see inside Hyrule Castle from the courtyard. The other possibility is that Bowser has fallen on some hard times since his last defeat and is trying to make ends meet by selling trinkets in his own image. Even supervillains have to put bread on the table, you know...

Solar Advisory

I recently read that this year the sun may cause a solar storm that could knock out our electronics for a while. If this is true, will it harm our video games in any way? Please tell us—it could happen at any time!

Robert Guilford
Via the Internet

We haven't heard of that particular phenomenon, but we feel it's safe to say that if you have no power, it may be difficult to plug in the N64. Unless, of course, you've rigged it with solar panels that can harness that awesome solar storm. Remember, in a power outage, there's always Game Boy!

Sand+Water=?

I think Pokémon Stadium is really cool, but there's one problem. In the Kids' Club there is a game called "Dig, Dig, Dig" that features Sandshrews digging in the desert. The one who gets to the proper depth first is lifted up on a big spurt of water and spins around on it happily. But water hurts Sandshrew—what's up with that?

Jeff Metcalfe
Via the Internet

Surprisingly enough, this isn't the only letter we've received on this particular subject, so let's set the record straight once and for all. Sandshrew may be vulnerable to Water-type ATTACKS, but not to water itself. If it wandered down to the edge of the river and tried to take a sip, the river wouldn't pummel it into submission like a Hydro Pump would. By the same token, Ground-types aren't afraid to walk through a pleasant meadow, even though it may be filled with scary grass.

Jr. Ting • Honolulu, Hawaii

Manny Cavazos • Grayson, Louisiana

WRITE AWAY RIGHT AWAY!

The battlefields of Super Smash Bros. aren't the only places where Nintendo worlds collide. As Liz Plahn pointed out in one of this month's letters, characters oftentimes make cameo appearances in unexpected games. But surely Bowser can't be the only one who's guest-starred, can he? If you've noticed any other sneaky crossover appearances by Nintendo characters, write in and let us know!

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PLASTIC PROPELLER POWER

The seemingly endless war between the despicable Tan oppressors and the Green freedom fighters has entered a new phase—total air war. No man, woman or insect is safe from the hailstorm of high explosives raining down from wave after wave of whirlybirds. As ace chopper pilot Captain Blade, you'll be the one hovering in harm's way. Take the fight to the Tans: from the picnic blankets of the park to the next door neighbor's icy driveway. Once again, 3DO brings these plastic armies to life on the N64.



NP: HOW IT RATES

This game contains scenes of violence between digitized representations of plastic toys that originally made to resemble actual people.



HELICOPTERS

A skilled pilot like Captain Blade should be able to fly a blimp through the eye of a needle, but it doesn't hurt to have the best plastic hardware available. You'll get better choppers as you progress.

HUEY



The Huey is nimble enough to evade most ground fire. Its lightweight armor will give you no other choice.

CHINOOK



Big, unresponsive and powerful, the Chinook was made for heavy lifting, not high-speed assaults.

SUPER STALLION



This iron horse can withstand a withering barrage of weapon fire then give as good as it gets.

APACHE



This powerful warbird is the only way to fly once the Green generals make it available to you.

CO-PILOTS

The flak-filled skies of this conflict can get lonely without a competent Green copilot backing you up. Most of them have special skills—check the mission requirements to make the best selection for the task at hand.

WOODSTOCK



This '60's throwback is a terror with a machine gun. If it's Tan, he'll shoot it.

HARDCORE



Homing rockets are the preferred weapons of this fierce flyer with an itchy trigger finger.

RAWHIDE



Pilots turn to this portly professional when they face difficult winching work.

FELICITY



Her name doesn't sound very threatening, but don't tell that to the Tans she just Napalmed.

SARGE





When you need to rely on the steady nerves of a veteran, turn to this old combatant.

2-PLAYER CAMPAIGN

Communication and teamwork are the keys to any successful military operation. This mode allows you and a friend to put two choppers in the air then divide your duties. The extra help will come in handy at the higher levels of the game.

TAN BASHING



Tan forces are often massed in clusters of troops, armored vehicles and missile batteries. You can even the odds by dividing your destruction duties.

TWO-PRONGED ATTACK



If there is more than one way to move through a map, two pilots working in unison can close like a vise on a central location.

BAG THE BOSS

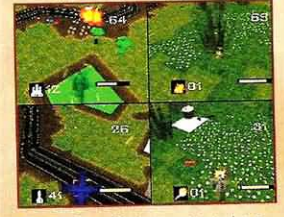


An unusually resilient foe like the toy robot in Plastro's Revenge can be better handled with two choppers—one acting as a decoy while the other fires.

OFFICERS CLUB

If you aren't feeling particularly cooperative, wander over to the Officers Club for a little friendly fighting. Up to four players can go rotor-to-rotor. You won't get sent to the stockade for assaulting an officer in these games.

BUG HUNTING



Two of the multiplayer contests have you competing to exterminate creepy crawlies. The first player to get 100 Bug Points wins.

FLAG-NAB-IT



Fort Frenzy offers a traditional take on Capture the Flag, while Freezer Burn will send you and your opponents on a red flag treasure hunt.

FOOD FIGHT



There's plenty of food for everyone at the picnic, but only one person will feed the machine fast enough to win the game in Picnic Panic.

THE PATH TO GREEN GLORY

The Green army didn't train you to fly these crates so you could enjoy the scenery. The time has come to defend the Green way of life, or melt trying. Tan forces have been massing at the border, and it's starting to look like General Plastro will attempt a major offensive into our territory. This war will be waged on many fronts. Foes will range from the cursed Tan army to mindless insects, most of which are vulnerable to the advanced weaponry found on the battlefields. Pay close attention to the briefings and objectives, soldier. You may just make it back in one piece.



MISSION 1

BRIEFING: THE HILLS ARE ALIVE... WITH THE SOUND OF GUNFIRE. YOU NEED TO FIND THE GREEN BASE TUCKED INTO THE FOOTHILLS THEN PICK UP A SUPPLY CRATE FOR THE TROOPS ON THE OTHER SIDE OF THE PORTAL. WATCH OUT FOR GROUND FIRE FROM A NEARBY DIVISION OF TANS.

MISSION 2

BRIEFING: THE TANS FIGURE IT'S A GREAT DAY FOR A DRIVE IN THE COUNTRY, BUT YOUR JOB IS TO PUT AN END TO THEIR JOYRIDING DAYS—FOR GOOD. FIND THE TAN GARAGES AND DESTROY THEM BEFORE THEY MANAGE TO SNEAK 15 CARS THROUGH THE PORTAL.

MISSION 3

BRIEFING: A GREEN ARMY SUPPLY TRAIN IS SITTING ON THE TRACKS AND DRAWING FIRE. A TAN CHOPPER STOLE THE TRAIN'S POWER SOURCE, SO YOU'LL NEED TO STEAL IT BACK. IT WILL BE UP TO YOU TO CLEAR A SAFE PATH ONCE THE TRAIN GETS MOVING.

MISSION 4: TAN TERROR-TORY

BRIEFING: THERE'S NO DENYING THE TANS ARE AGGRESSIVE, BUT THEY DON'T WIN ANY POINTS FOR ORIGINALITY. AFTER PLASTRO GOT WIND OF THE GREEN'S CRACK ALPHA WOLF SQUADRON, HE HAD TO PUT TOGETHER HIS OWN FLYING FORCE. SCOUR THE COUNTRYSIDE FOR THE TAN AIR BASES THEN CANCEL ALL FLIGHTS FOR THEIR SQUADRON. MAYBE WE SHOULD RENAME THEM THE OMEGA WOLVES.





You won't do much damage with your machine gun alone—you'll need extra firepower. Winch up the pile of power-ups at the start of the mission.



Show no mercy when you find the Tan bases on the map. Use whatever heavy ordnance you have to level their rickety beige buildings.



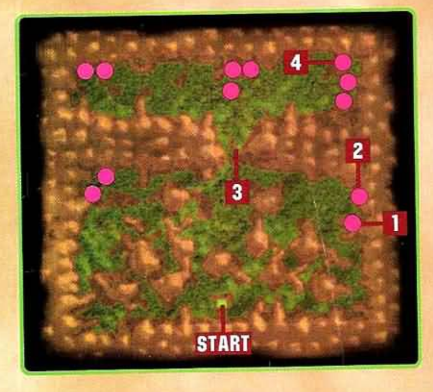
The blue spy vehicles make particularly attractive targets, considering they leave a power-up behind whenever you destroy them.



As with most missions, a job well done is rewarded with a trip through the portal. You are then rewarded with another dangerous mission.

MISSION 5: BUG BATH

BRIEFING: AS IF IT'S NOT BAD ENOUGH THAT THE TANS ARE CONTINUALLY DRAGGING THE GREEN ARMY INTO THE FRAY, NOW THEY'RE KIDNAPPING INNOCENT CIVILIAN INSECTS. THE BELEAGUERED BUGS HAVE BEEN MUTATED INTO HORRIBLE, PLASTIC-DESTROYING MONSTERS. FREE THEM FROM THEIR TAN PRISONS, THEN WATCH AS THE CREATIONS DESTROY THEIR CREATORS.





The Tans have squirreled away their mutated bugs in suitcases near their heavily defended bases. A well-placed shot will free the prisoners.



Don't bother yourself with the Tan bases once the bugs are free. They'll make short work of their former captors without your help.



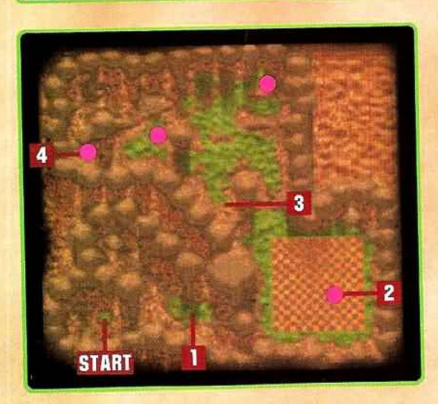
A narrow pass in the center of the map will allow you to reach more Tan bases. Beware of the crayon cannon the Tans have placed there to stop you.



If you don't have a lot of ammo handy, you can always pick up objects—like paper airplanes—then drop them on Tan bases and personnel.

MISSION 6: UNININVITED GUESTS

BRIEFING: ANTS, NATURE'S ORIGINAL ARMY, HAVE BEEN SIGHTED IN THE VICINITY OF GREEN TROOPS. WORKED INTO A FRENZY BY SUGARY PICNIC TREATS, THE ANTS ARE TEARING THE TROOPS TO PLASTIC SHREDS. A STEADY HAND WITH THE WINCH SHOULD ALLOW YOU TO MOVE THE FOOD AWAY FROM THE GREEN TROOPS, ELIMINATING THE THREAT. TANS ALSO HAVE BEEN SPOTTED IN THE AREA.





Take care of the Tans while you help your Green brothers. You can drop the food on the Tans to divert the ants to the enemy bases.



The Green base on the picnic blanket is under siege! Get that food out of there ASAP, especially the doughnut in the middle of the compound.



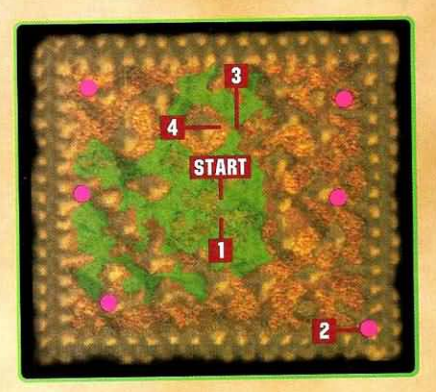
Ham-Like must not be very tasty, because those big tins of the meat product are always sealed. Drop them on the Tans to destroy a base.

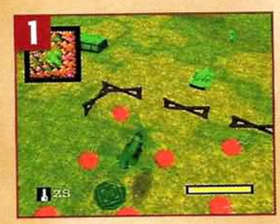


Saving your troops is important, but destroying Tan bases also is critical to the mission. Pacify the area with a barrage of missiles.

MISSION 7: ANTS IN THE PANTS

BRIEFING: IT TURNS OUT THE ANTS ARE NOT ATTRACTED JUST TO FOOD ANYMORE. THEY'RE ATTACKING A GREEN BASE NOW THAT THEY'VE DEVELOPED A TASTE FOR PLASTIC. THE ONLY HOPE FOR THE BASE IS TO STEM THE FLOW OF SIX-LEGGED MONSTERS BY BLASTING THEIR ANTHILLS WITH CHERRY BOMBS. WHEN THE THREAT IS GONE, STEAL THE TAN UFO THEN HEAD FOR THE PORTAL.





There are more than enough cherry bombs in the Green armory to handle the ants. Pick them up one at a time then carry them to your targets.



Release your red cargo when you find an active anthill. Be sure to drop the bomb on the anthill itself. It will explode a few seconds after it lands.



Look for the unassuming Tan hangar near the center of the map. If you blast it, you'll uncover the Tans' secret weapon: the UFO.



Your Chinook may not look powerful enough to carry the UFO to the portal, but the twin-rotored powerhouse was made for just this sort of duty.

MISSION 8: SAUCER ATTACK

BRIEFING: NOW THAT YOU HAVE THEIR UFO, THE TANS FEEL THEY HAVE NOTHING TO LOSE BY LAUNCHING AN ALL-OUT ASSAULT ON THE GREEN ALPINE BASES. THEY AREN'T COORDINATED ENOUGH TO LAUNCH THE ATTACKS SIMULTANEOUSLY, SO YOU'LL HAVE TIME TO COUNTER THE TAN THREAT AT EACH BASE. YOUR WORK IS DONE WHEN ALL THE TAN ENEMIES HAVE BEEN ELIMINATED.





The battles in this mission are fairly straightforward. Use available weapons to pulverize the Tan forces before they do the same to your bases.



The risks you took in the previous mission are starting to pay off. The captured UFO will help you out by zapping Tans in this mission.



In addition to the other ordnance you'll find in this mission, you can pick up paratroopers to drop on enemy forces. They'll fight to the last man.



Keep an eye on your map to track Tan activity in the region. The final assault is stronger and lasts a little longer than the previous attacks.

MISSION 9: THE HEAT IS ON

BRIEFING: YOU CAN'T KEEP A GOOD GREEN DOWN. SARGE HAS LED A CONTINGENT OF SCIENTISTS IN A DARING ESCAPE FROM A TAN BASE. UNFORTUNATELY, THE TOUGH OLD SCRAPPER HAS STUMBLED UPON A FIGHT HE CAN'T WIN: SUN VERSUS PLASTIC. A GIANT MAGNIFYING GLASS IS SLOWLY MELTING THE ESCAPEES INTO GREEN PUDDLES. RESCUE THEM BEFORE THEY GET THE ULTIMATE SUNBURN.





A Tan warship is on patrol in the area's expansive network of puddles. Head to the left then follow the map's perimeter to destroy the vessel.



The slowly melting scientists are the first priority. Winch them up to the relative shade of your helicopter before you go after Sarge.



It appears Tan troops have managed to recapture Sarge. Blast their base to smithereens to release the grizzled veteran from their clutches.



Sarge isn't out of the woods yet. Escaping from the base has only left him vulnerable to the solar beam. Quickly hoist him out of danger.

MISSION 10: THE MELTING POT

BRIEFING: RATHER THAN INVESTING IN RECRUITING, GENERAL PLASTRO HAS BEEN MAXING OUT HIS PLASTIC CREDIT ACCOUNT TO FINANCE A MASSIVE MIND-CONTROL MACHINE. IT APPEARS THE GAMBLE HAS PAID OFF! THE DEVICE IS TURNING GREEN BROTHER AGAINST GREEN BROTHER. THERE MUST BE A WAY FOR YOU TO HELP RETURN THESE SOLDIERS TO THEIR PROPER MINDSET—AND HUE.





Barricades block the narrow canyon to the battlefield. You won't be able to fly around them. Just blast through them with rockets.



A green crayon is your only hope for returning your fighting comrades back to normal. You'll find it on a beach blanket, next to a coloring book.



Carry the crayon up the inlet to where the Tans' mind-control device is located. Drop the crayon into the machine's Tan pool to shut it down.



It's time for a little payback. The Tans' Super Battleship, docked near the mouth of the inlet, is vulnerable to attack. Take it out.

MISSION 11: RIVER RAPIDS RIOT

BRIEFING: WHO WOULD EVEN CONSIDER DOING HARM TO A TEDDY BEAR? YOU GUESSED IT—THE DIRTY, STINKING TANS! THIS BEAR IS VITAL TO GREEN BEDTIME SECURITY AND MUST BE PROTECTED AT ALL COSTS. THE PLUSH TOY WILL FLOAT DOWN THE RIVER OF SORROW TO GREEN HELICOPTERS WAITING DOWNRIVER. MAKE SURE THE TAN NAVY DOESN'T BLAST THE STUFFING OUT OF IT FIRST.





A Tan Chinook has its hooks in the defenseless bear. Blast the chopper before it reaches the portal to release the bear into the current.



Stay close to the floating bear. Devious Tan ship commanders are likely to attack the floating toy from all possible directions.



There's no end to Tan treachery on the waterways. Patrol boats will stop the Teddy's progress then destroy it if you don't pay attention.



It's just like the Tans to have an ambush planned at the end of your route. Use heavy ordnance against the battleship that appears from a pipe.

MISSION 12: NIGHTTIME TEDDY

BRIEFING: IT'S IMPOSSIBLE FOR TAN HELICOPTERS TO PENETRATE GREEN AIRSPACE UNNOTICED WHEN THE RADAR DEFENSE SYSTEM IS WORKING PROPERLY. UNFORTUNATELY, TANS HAVE FOUND A WAY TO DISABLE THE RADAR DISHES. YOU'RE RESPONSIBLE FOR GETTING POWER GENERATORS TO THE DISH SITES. WHEN YOU'RE FINISHED WITH THAT TASK, WREAK HAVOC ON NEARBY TAN BASES.





The battery pack generators are heavy, but your Super Stallion chopper can handle them with its superior winching power.



Skilled Green engineers are waiting nervously inside the dish sites for emergency power. Drop the battery packs to them.



The Tans aren't just going to sit there while you restore power to the radar system. Try to eliminate them as you complete your mission.



As always, there's a portal waiting for you at the end of your mission. You need to take out the Tan base before it will appear.

MISSION 13: DEMOLITION TIME

BRIEFING: THOSE TAN COWARDS KNOW THEY CAN'T BEAT THE GREEN ARMY IN A FAIR FIGHT. THEY'VE ASSEMBLED A FORCE OF REMOTE-CONTROLLED CARS TO ROLL OVER THE GREEN INFANTRY WHILE THEY SIT BACK AND TAKE POTSHOTS. DESTROYING THE CONTROL DEVICES IS THE KEY TO ENDING THIS NEW THREAT. TO FINISH THEM OFF BEFORE GUIDED MISSILES DESTROY YOU.

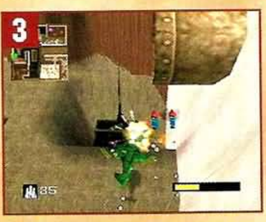




The deadly cars are controlled by black boxes made of the finest available plastic. You'll need to pummel the remote controls with rockets.



Pick up extra life wherever you find it. It will be difficult to get through the massive amount of ground fire without taking a few hits.



The Tans have positioned a remote control in a deep bunker near a drain pipe. Drop paratroopers and guided missiles on the offending device.



Take advantage of the temporary invincibility from power-ups, or if you continue the game. It's the best way to blast the remotes from close range.

MISSION 14: PICK UP THE PIECES

BRIEFING: GREEN RECONNAISSANCE HAS DISCOVERED A NEW TAN SECRET WEAPON. THE SO-CALLED SUPER HELICOPTER PROJECT IS NEAR COMPLETION IN THE BACKYARD. YOU MUST HALT THE CONSTRUCTION OF THIS POWERFUL NEW AIRCRAFT IF THE GREEN WAY OF LIFE IS TO CONTINUE. PICK UP THE SIX PIECES OF THE SUPER HELICOPTER THEN TAKE THEM TO A SPECIAL GREEN BASE FOR REVERSE ENGINEERING.





News of the helicopter project has reached you just in time. The aircraft's components are ready to be snapped together.



Green command has set up a special base to examine the Tan technology. It's marked with a pink square in its central courtyard.



Make a detour to the edge of the map to pick up extra life then head back into the fray. Otherwise, you may not complete the mission.



The Tans have cleverly hidden one of the components in the terrain's natural flora. Use winch power to pull it from the flower.

MISSION 15: HAVE AN ICE DAY

BRIEFING: COMBAT IS ALWAYS A GRIM BUSINESS, BUT IT'S ESPECIALLY DIFFICULT IN BITTER WINTER CONDITIONS. SARGE AND HIS COMMANDOS HAVE JUST ESCAPED FROM A TAN BASE IN THE ICY WASTELAND OF THE BRICK PATIO. FLY CLOSE AIR SUPPORT TO KEEP THE GREEN SOLDIERS ALIVE. YOUR AIRBORNE VANTAGE ALLOWS YOU TO SPOT AND ELIMINATE LAND MINES IN THEIR PATH.





Each of the escaped Green soldiers is trapped. Eliminate the immediate threats to get them moving to the rendezvous point.



Sarge and his men were separated in the chaos after the escape. Be sure to check the map to find their various starting locations.



Because the Green soldiers take different routes to the rendezvous point, you'll need to scout out their paths to neutralize threats.



Once the soldiers make it to the waiting jeep, they'll take a dangerous route to the portal. Keep them alive until they get there.

MISSION 16: PLASTRO'S REVENGE

BRIEFING: THIS IS IT. THE FINAL CONFRONTATION. GENERAL PLASTRO HAS DIRECTED ALL THE PLASTIC MIGHT OF THE TAN ARMY ON YOUR LOCATION IN A DESPERATE ATTEMPT TO STOP YOUR MISSION. IF THAT ISN'T BAD ENOUGH, A TERRIFYING NEW WEAPON MAKES ITS DEBUT IN THIS BATTLE. THE ROBOT JUGGERNAUT MAY NOT BE FAST, BUT IT'S NEARLY INVULNERABLE TO YOUR WEAPONS.





Cherry bombs will devastate Plastro's alkaline energy bases. You'll need to hijack explosives shipments to find the bombs.



The robot seems to take as much punishment as you can dish out. If you want to finish the mission, it might be wise to recruit another pilot.



COLOR CLASH

You may be in line for promotion if you manage to survive Plastro's final onslaught. Hmm...Major Blade. Do you like the sound of that? Okay, quit daydreaming. There's a guided missile at six o'clock, and it's closing fast on your position.

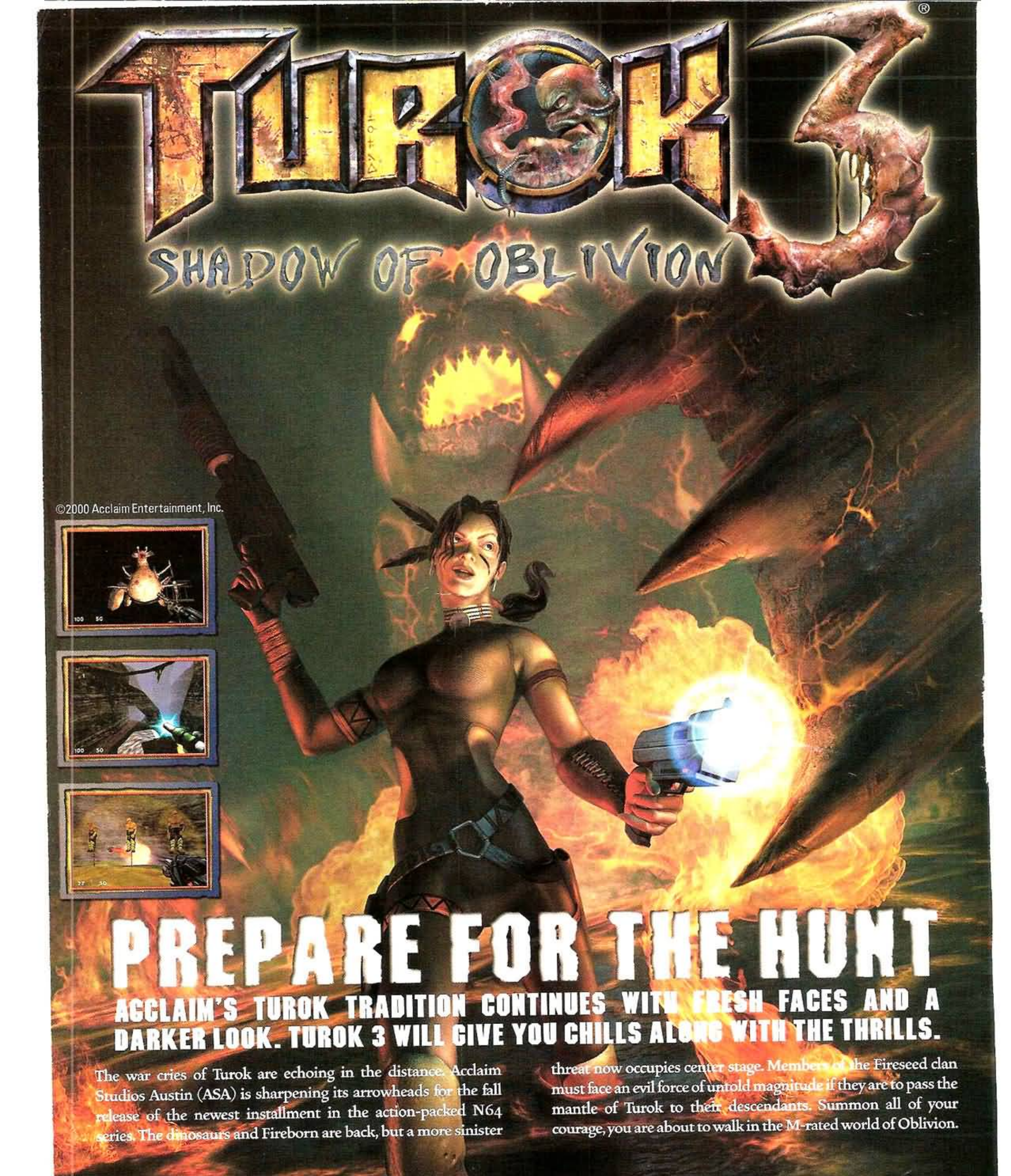
KONAMI®

EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY COLOR

WHEN YOU'RE IN THE MIDDLE OF A FIRESTORM,
WITH THE FREE WORLD COUNTING ON YOU TO SINGLE-HANDEDLY FOIL A TERRORIST NUCLEAR NIGHTMARE,
KICKBALL STARTS TO SEEM A LITTLE SILLY.





PREPARE FOR THE HUNT

ACCLAIM'S TUROK TRADITION CONTINUES WITH FRESH FACES AND A DARKER LOOK. TUROK 3 WILL GIVE YOU CHILLS ALONG WITH THE THRILLS.

The war cries of Turok are echoing in the distance. Acclaim Studios Austin (ASA) is sharpening its arrowheads for the fall release of the newest installment in the action-packed N64 series. The dinosaurs and Fireborn are back, but a more sinister threat now occupies center stage. Members of the Fireseed clan must face an evil force of untold magnitude if they are to pass the mantle of Turok to their descendants. Summon all of your courage, you are about to walk in the M-rated world of Oblivion.

WAR DRUMS, ONCE AGAIN

It is a noble bloodline. Turok: Dinosaur Hunter was the original first-person shooter for the N64. Turok 2: Seeds of Evil was among the first Game Paks to take advantage of the Expansion Pak. Turok: Rage Wars brought an unprecedented range of multiplayer options to the series. With Turok 3, the warriors of the Lost Land are set to go in a new, more frightening direction. "It's a darker game," said David Dienstbier, Creative Director for the Turok games at Acclaim Studios Austin. "We wanted the Oblivion creature to be very ominous, the kind of horrific stuff that bad dreams are made of. The game actually starts out with a nightmare sequence". Nintendo Power sat down to talk with Dienstbier in the offices of ASA, formerly known as Iguana Entertainment, to take a first look at this spooky new chapter in the Turok saga. The 21-person team was working like Oblivion-possessed zombies to put the finishing touches on the game.



Turok 3 will take you to some dark and creepy places that you may recognize from your nightmares—not that previous Turoks were peaceful walks on the beach.



This might have been a man before Oblivion turned it into a two-headed, deformed freak. The evil entity reanimates dead and dying creatures then turns them against you.



Some familiar—but not always friendly—faces will make return appearances in Turok 3, like a wide variety of dinosaurs and the always helpful Adon, shown at right.

ENTITY ENMITY

Gamers familiar with Turok 2 have already had an introduction to T3, though they may not realize it. In the earlier game, players might have found themselves briefly under attack from armored Cyclops creatures after entering dead-end portals. An eerie, disembodied voice barked threats in these areas. That voice was Oblivion's and it will make good on the threats in the new game. "Oblivion is a kind of manifestation. It isn't a single creature. It's kind of an entity," Dienstbier said. "It manifests itself by infecting the bodies of the dead and dying, so you see a lot of mutated zombielike creatures...and it even can, in certain cases, affect machinery."

"WE WANTED THE OBLIVION CREATURE TO BE VERY OMINOUS, THE KIND OF HORRIFIC STUFF BAD DREAMS ARE MADE OF."

When the Primogen's Light Ship exploded eons ago, the blast damaged Oblivion and jolted the entity out of its formerly peaceful existence. Torn to pieces in the blast, Oblivion slowly regained its strength in the Netherscape. Its consciousness was corrupted by blind hatred for the energy that nearly destroyed it. Now, it's on the warpath, keying on the Light Burden that each Fireseed keeps in his or her satchel.



These as-yet-unnamed enemies won't fire guns at you, but they won't need to. The ninjalike assailants have more acrobatic moves than Jet Li.



You'll have fond memories of the scaly beasts from previous Turoks when you see the rogues' gallery of monsters in Oblivion's domain.

A NEW BREED OF FIRESEED

Turok 3 begins with a tragedy for the Fireseed clan. Joshua, the Turok from previous adventures, is murdered—leaving behind a job vacancy and two vengeful relatives looking to fill his shoes. Danielle, his elder sister, and Joseph, his teenage brother, separately take up the cause of the Turok. In the context of this game, that means they must chase Oblivion to the ends of the universe. Players can finish the adventure as either character, but they must play as both characters to see everything the game has to offer. "The game does not lean in favor of your character one way or the other. It's pretty well balanced," said Dienstbier.

CROSSING PATHS

Danielle and Joseph may start at the same place on a particular level, but the way out of the area can change drastically. Danielle's wrist-mounted grappling device allows her to swing out of trouble, while Joseph can squeeze through narrow openings because of his small size. "Also, depending on which character you play as, the weapons will upgrade differently," said Dienstbier. "So each weapon has normal and upgraded states that will change its base function."



WEAPON WARPING

Eight basic weapons are available, but because of the different upgrades, you can have a total of 24 different weapons. For example, the Cerebral Bore makes a return appearance in this game, but now it can upgrade into either the Cerebral Burst or the Cerebral Possessor—the latter lets you create a walking explosive, of sorts. Another new weapon is the Fireswarm Cannon, an incendiary shotgun that unleashes a ring of fire at targets. Dienstbier was tight-lipped about the rest of the arsenal but said gamers will have a wide variety of brand new weapons to choose from.

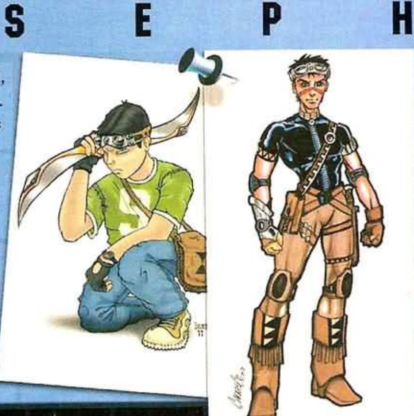


The new Fireswarm Cannon lives up to its name by releasing a destructive wave of fire. ASA is keeping other new weapons under wraps.

J O S E P H

When you look through Joseph's infrared goggles, warm objects or enemies appear red against the cold, blue environment.

He may be the youngest Fireseed, but don't underestimate him. Joseph has as much fight in him as any Turok—he just got short-changed in the height department. "So he can crouch under doorways and into little air vents...into parts of the map that Danielle can't access," according to Dienstbier. Joseph also has cool infrared goggles that allow him to spot the things that go bump in the night.



WORLDS OF HURT

Unlike previous games in the series, Turok 3 starts out in a futuristic city that Oblivion's grotesque creations have thrown into chaos. "In the future, if you're in a city that's under siege by nasty monsters that can raise the dead and mutate them into disgusting things, the police would be on alert," Dienstbier said. "In the first level of the game, martial law has been imposed."



New enemies like the Mummites, shown here, will have a slew of new attacks-like a shock wave attack that sends a real-time ripple through the environment.

MULTIPLAYER

TUROK 3 SHADOW OF OBLIVION

Turok 3's Deathmatch Mode lets you choose from eight different, customizable multiplayer experiences. The games range from Monkey Tag—which has one unarmed player on the run—to Arsenal of War—which upgrades your weapon with each defeat. Play against your friends, or program Bots to fight you at different levels of proficiency.





BAD COMPANY

Enemies range from garden-variety zombies to cadaverous human-insect hybrids. As you move back into more traditional Turok terrain in later levels, you'll see more familiar—if no less dangerous—enemies like dinosaurs. "And then there are some of the Dinosoid characters like the Fireborn. You get introduced to an entire new set of Fireborn characters so you get to see a three-stage evolution in that family group," said Dienstbier. "So it's a good mixture of familiar, brand new and stuff that people may have missed from past games." With five worlds, and several levels per world, you're bound to run across some interesting monsters, like a police chopper transformed into a ravenous metal monster.

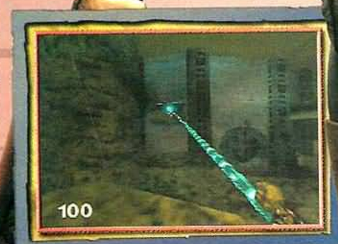


You'll learn more about the Fireborn family tree in this game than you may want to know. Bring some marshmallows for roasting.

DANIELLE



"Danielle, we decided, should be the frontal assault girl," Said Dienstbier. "She's not huge. She's not manlike, but she's got some muscle on her—and she looks like she can take care of herself." Big sister is also no slouch with a tomahawk—her standard melee weapon.



Where Joseph might squeeze through a passageway, Danielle takes the high road. Her grappling device lets her access otherwise unreachable areas.



BUILDING OBLIVION

One of the many challenges the ASA team set for themselves in T3 was to create more realistic worlds. In past games, artists were limited to space restrictions of pre-designed levels. This time, artists are building the maps as complete world models based on the requirements of designers. "And what you get is a map that is more organic and very visual compared to all of our past maps," Dienstbier said. Another improvement is the introduction of "living environments," where events unfold in levels independent of the player's location. "You'll see police choppers swooping throughout the world. Police drive up to certain buildings and charge into the building to go fight. Some of this stuff is scripted specifically around the player's actions and movements, and some of it takes place completely independent of where the player is."



A Police Walker from a futuristic city is among the new creations in the game. You'll be able to play as the Walker in the final game.



T3 boasts the most impressive graphics to date and a speedy (30 fps) frame-rate that won't slow down when the action heats up.



"You always get the impression that the enemies you're seeing in the game are part of Oblivion," said Dienstbier. "They're infested by it."

TALKING HEADS

Dienstbier said you could look forward to unprecedented detail in T3's cinema scenes. "The expressions on characters' faces in close-up have never been done before," Dienstbier said. "The eyes animate, brows raise, mouth changes expression. Everything... is lip-synched. So it's very, very convincing. It's pretty groundbreaking for real-time stuff."



The Turok 3 team will go on 24-hour shifts in the weeks leading up to the game's release. "There are 21 guys working on the game right now," said Dienstbier. "Actually more than that if you include cinematics people and some of the extra audio help. The whole team is carrying their weight marvelously."

THE END IS NEAR

Is that the power of Oblivion shaking the earth, or are your knees wobbly with fear? As you read this, the grisly pieces of Turok 3 have been sewn together, and the finishing touches are being added to the game for a September release. Even in its early form, though, it's a white-knuckle experience. "At the end of the day," said Dienstbier, "it's the best-looking Turok game we've ever done."



From the sketch board to the screen, T3's parade of disturbing monsters will make you glad you have 24 different weapons at your disposal in the game. They'll show their ugly faces in September.



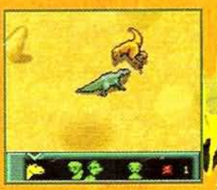
SIX PLAYABLE CHARACTERS

PLAY AS ALADAR, ZINI, PLIO, SURI, EEMA THE STYRACOSAUR OR URL THE ANKYLOSAUR.



THRILLING ACTION

JUMP, SWING, RUN, CLIMB, PULVERIZE ROCKS - USE URL'S SPINNING ATTACK TO WIPE OUT THOSE VICIOUS VELICORAPTORS.



27 UNTAMED LEVELS

SURVIVE RACING LAVA FILLED RIVERS, PERILOUS MOUNTAIN CLIFFS, BARREN DESERTS, AND INTENSE BATTLES AGAINST GIGANTIC CARNOTAURS.







DINOSAUR









classified information

YOUR SECRE… THE COO…T CODES ON THE PLANET

GOLDENEYE 007™

GOLDEN CODES FOR YOUR EYES ONLY

Finally, button codes for GoldenEye! This information was dropped at our doorstep wrapped in plain brown paper with a gleaming golden seal reading "M16" and a note that read simply, "From Russia with Love." Hmm. Who knew there were Russians on Her Majesty's Secret Service? The cold war really is over. There are three main types of button codes: codes that you use during game play, codes that open cheats in the Cheat Menu, and codes that open levels. They are all very long, with ten multibutton steps each, but you don't need a gold finger to enter them correctly. Your own fingers and a little patience will do. We have 45 codes to make your secret agent dreams come true—now you're the man with the Golden Gun, and that's sure to scare the living daylights out of your enemies!

007-LICENSE TO CHEAT

LEVEL CODES

You say you're stuck on a level and you'd like to see what the rest of the game has in store for you? Well, then, just use the level codes to open the levels up and take a gander at what's to come. Does that make you feel better, or worse?



CHEAT MENU CODES

Once you've entered these cheats into the Cheat Menu, they'll be opened forever. Finally, the rest of us can have the power of invincibility without the pain of earning the cheat the hard way in the Facility.



IN-GAME CODES

Some codes can be entered as you're playing the game itself. You can start out a level with the best intentions of not cheating, but if the going gets tough, you can get invisibility or invincibility on your side.







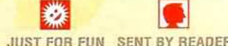
For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑


BIG CHEAT


WACKY


HOT


JUST FOR FUN SENT BY READER



CHEAT MENU CODES

You'll need to have the Cheat Menu open to use these codes, which shouldn't be a problem if you've finished at least the first level. When you enter a code correctly, you will hear a beep but you won't see the cheat appear on the menu right away. Exit the Cheat Menu—when you reenter, the cheat will be opened and ready for use. We've abbreviated the L Button and the R Button to L and R. Read these codes carefully—they're long, but they're worth it!

1. PAINTBALL MODE
L+↑, ▲, R+→, L+R+◀, L+↑, R+▼, L+▼, L+R+▼, L+R+↑, L+▼

2. INVINCIBILITY
R+←, L+↓, ←, ↑, ↓, R+◀, L+◀, L+R+←, L+R+→, L+◀

3. DK MODE
L+R+↑, ▶, R+←, R+↑, ↑, R+→, ↑, L+R+▼, L+R+↓, L+R+◀

4. 2X GRENADE LAUNCHER
R+↓, R+↑, →, L+R+▼, L+→, R+←, ←, ↓, ↑, R+▼

5. 2X ROCKET LAUNCHER
R+→, L+↑, ↓, ↓, R+▼, L+←, L+◀, R+↑, R+↓, R+◀

6. TURBO MODE
L+↓, L+▼, L+R+↑, R+▼, ←, R+↓, L+▼, ↑, R+↓, L+→

7. NO RADAR (MULTIPLAYER)
R+↑, ▼, ◀, ▲, L+↓, R+↑, ◀, →, R+←, R+→

8. TINY BOND
L+R+↓, R+↓, L+▼, ←, R+◀, L+R+▼, →, ↓, R+▼, R+→

9. 2X THROWING KNIVES
R+◀, L+←, ↑, L+R+→, →, L+R+◀, L+R+◀, R+↓, R+←, R+◀

10. FAST ANIMATION
L+▼, L+◀, ▼, ▶, ◀, L+R+→, ▶, L+R+↑, R+◀, L+←

11. BOND INVISIBLE
L+R+◀, L+R+▼, L+◀, R+◀, R+→, L+R+←, L+→, ←, L+R+◀, L+↓

12. ENEMY ROCKETS
L+R+▼, ◀, R+▼, ▼, ▼, L+R+▼, L+R+↑, ▼, R+↑, L+↑

13. SLOW ANIMATION
L+R+←, L+R+←, L+R+↓, L+R+←, ▶, L+R+↓, L+R+↓, L+↓, ◀, ▲

14. SILVER PP7
L+←, L+R+↑, L+→, L+R+↑, L+R+◀, L+R+←, L+R+↓, ▼, L+R+→, L+R+←

15. 2X HUNTING KNIVES
R+▼, L+→, R+◀, R+→, L+R+→, L+R+↑, L+↓, R+←, L+→, L+◀

16. INFINITE AMMO
L+◀, L+R+→, ▶, ◀, R+←, L+▼, L+R+←, L+R+▼, L+↑, ▶

17. M2X RCP-90S
↑, →, L+←, R+↓, L+↑, L+◀, L+←, ▶, ▲, L+R+↓

18. GOLD PP7
L+R+→, L+R+↓, L+↑, L+R+↓, ▲, R+↑, L+R+→, L+←, ↓, L+▼

19. 2X LASERS
L+→, L+R+◀, L+↓, R+←, R+↓, L+→, ▲, →, R+→, L+R+↑

20. ALL GUNS
↓, ←, ▲, →, L+↓, L+←, L+↑, ◀, ←, ▼











These codes are entered on the Select Mission screen—if you do it correctly, the mission will pop on the screen and you will hear a beep. You have to open the levels in order, or they won't open at all. We've listed the level select codes in order to make things easier. Obviously, if a level is already open on your game, open the next level listed, and so on.

1. FACILITY
L+R+▲, R+◀, L+←, R+▲, L+←, R+▼, L+▶, R+→, L+R+▲, L+→

2. RUNWAY
L+R+←, R+←, L+▲, L+←, R+▲, R+▼, R+▶, R+→, L+↓, R+◀



3. SURFACE 1
R+◀, L+R+▲, L+←, R+↑, R+←, L+↑, R+▼, L+→, L+▶, L+R+↓

4. BUNKER 1
L+▼, R+→, L+▶, R+◀, L+▼, L+R+←, L+▶, L+R+↑, R+▶, L+↑

5. SILO
L+↑, R+▼, L+←, R+↓, L+◀, L+R+▶, L+▲, R+→, R+→, R+▶



6. FRIGATE
R+▲, L+↓, R+▶, L+←, L+R+↑, L+R+▼, R+▶, R+↑, L+R+▼, R+↑

7. SURFACE 2
L+▼, L+R+▶, R+▶, R+▲, R+◀, L+→, L+R+▲, L+▲, L+R+↓, L+▶

8. BUNKER 2
L+↓, R+↓, L+R+▲, L+←, L+R+→, L+◀, R+→, L+▲, L+←, L+▼

9. STATUE
L+R+▼, L+R+▼, L+→, L+R+←, R+←, R+▶, L+R+←, R+▲, R+▼, R+→



10. ARCHIVES
R+←, L+R+↑, L+R+▼, R+←, L+R+▶, L+←, L+R+→, L+R+▼, L+↑, R+▼

11. STREETS
L+R+◀, L+▶, L+↑, L+R+▼, R+▶, R+▼, R+←, R+▼, R+▲, L+↓



12. DEPOT
L+↓, L+↓, R+▼, L+▶, L+R+→, R+◀, L+↓, L+◀, L+▶, L+↑

13. TRAIN
R+←, R+▼, R+▶, L+R+←, L+→, R+▼, L+←, L+R+◀, L+↑, L+▲

14. JUNGLE
R+▼, R+←, L+R+↑, R+→, R+↓, R+↓, R+↑, R+◀, R+▲, L+R+←



15. CONTROL
L+▼, R+↓, L+→, R+▶, R+▼, R+←, R+←, R+▲, R+←, L+R+▲

16. CAVERNS
L+↓, R+▼, L+R+↑, L+→, R+▲, R+◀, R+↑, L+◀, L+↑, R+◀

17. CRADLE
L+R+▲, L+←, R+↓, L+↓, L+▲, L+↓, R+→, R+▲, L+◀, R+→

18. FINISH CRADLE ON AGENT AND OPEN MAGNUM CHEAT
R+▼, R+←, L+→, L+R+▶, L+↓, L+R+▲, L+←, L+R+▲, L+R+→, L+◀

19. FINISH UP TO CAVERNS ON AGENT, OPEN AZTEC
L+R+↑, L+R+▶, L+↓, R+→, R+↑, L+↓, L+←, L+▶, L+R+▶, L+←

FINISH CRADLE

The last two codes are a little odd. The Finish Cradle Code completes the level on Agent, which opens up the Magnum Cheat. It will also open up the Cheat Menu if you haven't opened it already. You have to enter the Finish Cradle Code before the last code, the Aztec Code.



AZTEC CODE

Another unusual code, the Aztec Code completes all of the levels up to the Caverns on Agent and also opens up the Aztec Level. The Aztec Code works only if the Finish Cradle Code has been entered, or if you finish Cradle on Agent yourself.



Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ — CONTROL PAD → ← ↓ ↑

 BIG CHEAT  WACKY  HOT  JUST FOR FUN — SENT BY READER



IN-GAME CODES

These codes will have to be reentered every time you play GoldenEye. While playing, pause the game or find a safe place to stand while you enter the codes. If you did it right, a message will appear at the bottom left of the screen saying, for example, "Invincibility On." These codes are helpful when things start to go badly—turning on invincibility in the middle of a mission is almost like starting over from scratch. You know what they say—you only live twice.

1. INVINCIBILITY
L + ↓, R + ▶, R + ▲, L + →, L + ▼, R + ▲, L + →, R + ↓, L + ←, L + R + ▶

2. ALL GUNS
L + R + ↓, L + ◀, L + ▶, L + R + ◀, L + ↓, L + ▼, R + ◀, L + R + ▶, R + ↑, L + ◀

3. MAX AMMO
L + R + ▶, R + ↑, R + ↓, R + ↓, L + R + ▶, L + R + ←, R + ↓, R + ↑, L + R + ▶, R + ←

4. LINE MODE
R + ▼, L + R + ↓, L + →, R + ▲, L + R + ▶, R + ↑, L + ↓, L + →, R + ◀, R + ▲

5. INVISIBILITY
R + ◀, L + R + ▲, L + R + ←, L + R + ↑, R + ↑, L + ◀, R + ▲, L + ▼, L + R + ←, R + →

6. INVISIBILITY IN MULTIPLAYER
L + ▲, L + R + ◀, R + ↑, L + ▶, R + ◀, L + →, L + R + ◀, L + ▶, L + ↑, L + R + ▼

NOW YOU SEE IT...

If you're in a safe place, and the beginning of most levels is a pretty safe spot, you can easily enter the codes. You will move around a bit, but don't worry, you won't wander into harm's way. The message on the lower left of the screen will let you know you entered it right.



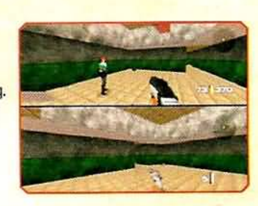
PAUSE AND ENTER

You can enter the In-Game codes from the pause screen. The buttons will cycle through the menu's screens, but the code will still work. When you exit the pause menu, the "Code On" message will flash on the lower-left part of the screen.



LIVE AND LET DIE?

You can use the Invisibility in Multiplayer Code as you're playing. If you can memorize the code and learn how to enter it quickly, you will have a great advantage in matches with people who don't know the code.





SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

LOONEY TUNES™

DUCK DODGERS™

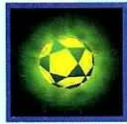
STARRING: DAFFY DUCK™

SAVE THE EARTH!

EVERYONE E CONTENT RATED BY ESRB

Three-and-a-half centuries into the future and light years from home, Daffy Duck gets in a space jam. Marvin the Martian is out to destroy the earth, and only the wisequacker can fowl up the plot. With this months' complete waddle-through, things will be just ducky.



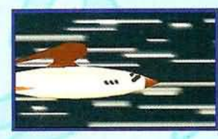


Reprising his role from the classic 1953 Looney Tunes cartoon, *Duck Dodgers in the 24½th Century*, Daffy Duck runs amuck in Infogrames' five-planet action-adventure. Chock full of gags, cameos, and shoot-'em-up and jump-on-'em action, Looney Tunes: Duck Dodgers Starring Daffy Duck delivers more explosive fun than ACME.









Oh dear, now I shall have to create more Martians...

PLANET E

Sent farther off course than a wrong turn at Albuquerque, Dodgers crash-lands on Planet E (where are those air brakes when you need 'em?). The 20 local atoms you must locate aren't tough to find, so refer to Planet E's overview for basic strategies that'll help you throughout the game.

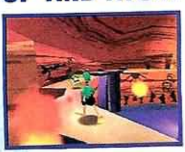
A DRAKE ON THE TAKE





Marvin the Martian needs atoms to fuel the cannon he's aimed at earth, so Duck must swipe the 20 atoms that are hidden on each of the five planets he'll migrate to. Most atoms are tucked away in out-of-the-way places, so swim, push objects and smash boxes to uncover them.

UP AND ATOM




To reach other atoms, you'll have to complete a minigame or task. On Planet E, your jobs include chasing miners into an unstable pillar and stomping a button to raise the water level in Hassan's palace moat.

ACME AND YOU




No Looney Tunes game is complete without an arsenal of ACME thingamajigs. You'll find flying gizmos on a few planets, like Planet E's rocket. Strap it on, then press and hold Z to fly. Release Z to cool your jets.

FLIGHT AND FIGHT





The last stop on every planet is where you'll battle against the local boss who holds the planet's 20th atom. Reach Planet E's resident villain, Hassan, by jumping across magic carpets and stomping a target. When you meet him, give him a swift, web-footed kick whenever he's dizzy or bouncing on his saber.

PLANET J

As Duck's luck would have it, Marvin manages to escape from Planet E and the Dodgers rocket doesn't have enough fuel. Stalled on the gangster world, Planet J, Duck at least has a chance to scoop up 20 more atoms that otherwise would power Marvin's cannon.

DOWNTOWN LANDING: 2 atoms





There are no duck crossing zones in this city, so stroll around the block on the sidewalk to avoid speeding cars. When you reach the arcade and the boxing arena, hop onto their awnings to find the atoms.

VIDEO GAME ARCADE: 1 atom




Lob five shots past your opponent in the Tennis Anyone? video game to score an atom. Better yet, the next time you turn on your game, you'll be able to return to the arcade to play the Ponglike game with a second player.

EXTRA LIFE GAMES




By winning the other games in the arcade, you can win an Extra Life Preserver. Zap all the targets in the shooting gallery to win one 1-up, and double-jump and slam the Feet of Strength footprints to win another.

BOXING CHAMPION: 1 atom



Land six hits on the champ's chinny-chin-chin to earn the atom in the boxing arena. The big galoot lets his guard down whenever he charges, so jump up and swing to deliver your knuckle sandwich.

GYMNASIUM: 1 atom



Score 10 baskets to win an atom. Hit Z to toss the ball or tap Z and B to throw a granny shot. The easiest way to score is by nudging the Control Stick forward while you jump at the free throw line and shoot in midair.

HISTORY MUSEUM: 1 atom




Go through the blue door across from the boxing arena to enter the museum. Inside, hang a left to take a gander at the atom on display. Jump over the laser barriers, then Jump-Slam the glass case to swipe the exhibit.

INSIDE THE MUSEUM: 1 atom




Run up the stairs to snag the Raygun. Once you're packing it, return downstairs to blast the guarded door to smithereens. Head for the carrot sculpture on the right side, then zap the nearby vase to uncover an atom.



To venture deeper into the museum, you must unlock the door at the end of the hall. Immediately beyond the door you zapped to bits is a painting of a dollar bill. The vase next to it holds your key to getting in.

RESEARCH LIBRARY: 1 atom






After grabbing the atom in the vase atop the bookcase, slide the shelf to the blue, padlocked ledge. Go to the backroom, push the book stacks over the edge, nab the key, then hop up the stacks and cross the shelves to open the padlock.

LOST GARDEN: 2 atoms




The two atoms in the hedge maze are down dead ends, so go after them only if a guard isn't tailing you. Wait for patrolling thugs to pass by if they haven't detected you. Otherwise, they'll punt you back to the start.

ART GALLERY: 1 atom





Press and hold R while walking to sneak past the snoozing museum guards, and stomp the two floor switches to open the door leading to the next area. When you enter the high-security area, sections of the floor will fall away. Double-jump to clear the wide gaps as you hop your way to the exit. Next to it is the atom.

P.U. DROP: 1 atom




When you exit the Art Gallery, the building across from the History Museum entrance will open. Plug your beak when you enter, because the newly unlocked area is the sewer. Ride the lift inside to reach the atom.

SEWER CONTROL ROOM: 1 atom






Push the button in the P.U. Drop's right-hand chamber (despite what the signs warn), then enter the valve it opens. Stomp the floodgate switch that's above and to the right of the exit, then swim out the exit pipe. In the next chamber, stomp the switch to drain the water so the eel guarding the atom in the exit can't attack you.

WINDY TUNNEL: 1 atom



The atom is in front of the second fan. When it stops spinning, you'll be safe to jump for the atom. You'll also be safe to slip between the blades. Approach from the right to avoid the toxic slime.

SEWER RAT RACE: 1 atom




As soon as you drop into the area, make a mad dash to the right to stay ahead of the rat that'll chase you. At the third drop-off, take a dive, staying close to the pipe's left side so you'll free-fall into the atom.

GARBAGE CHUTE: 1 atom



The rushing water will be carrying an atom in its stream. Get into the flow of things and surf the sewer water to snatch up your prize. To avoid wiping out, steer clear of the barrels and wooden barricades.

SEWER EXIT: 1 atom




Waddle up the ramp and quickly jump across the floating metal platforms before your weight sends them plummeting. At the top, make a flying leap to the central platform where you'll find the room's one and only atom.

ROCKY'S WAREHOUSE: 2 atoms



Once you have 12 atoms under your wing, the gangster guarding the door near the arcade will let you in. Walk to the back of the room, hang a right, then jump over the oil slick to reach the warehouse's first atom.





Climb the ramp and trudge across the conveyor belts. Hop onto one of the boxes being transported by the second conveyor belt, jump up to reach the atom overhead, then hop off before the box is swallowed in the hatch.

ROCKY'S BATTLE: 1 atom





Separated by a bottomless pit, you and Rocky will play an explosive game of hot potato with a lit bomb. If you toss it to Rocky when no more than three seconds remain on the clock, he won't have time to lob it back to you before it goes off.



PLANET N

Faster than Duck can say "You're despicable," a space pirate ship intercepts his rocket. Thrown in the brig, Duck finds himself imprisoned by the bloodthirstiest, shoot-'em-firstiest, doggone worstiest buccaneer ever to sail the cosmos—Yosemite Sam.

SAM'S JAIL









Smash the barrels by the right side of your cell to escape through the tunnel. Push the crate at the other end to get out, then follow the hall to trip the switch and unlock all of the cells. At the end of the corridor, drop into the hole.

FINAL ESCAPE









Slam the switch to open the exit door for a few seconds. On the other side, take the lift to the conveyor belts, then slam whichever button on the floor panel is currently blue. After crossing the final bridge, enter only the door on the left.

SHIP HANGAR BAY: 4 atoms











When you first enter the area, stomp the switch to lower the pedestal beside your rocket. Quickly board the elevator platform in the corner of the room to enter the hangar, then jump to the pedestal to claim its atom.

Docked in the neighboring hangar is Elmer Fudd's spaceship. If you ride the lift to the overlooking room, you'll find two more switches that both lower a pedestal. Bring both of them down so you can nab their atoms.

Enter the room next to Elmer's hangar and follow the arrow to the Launch Bay. Behind the tangle of pipes is an atom.

ELMER'S SPACESHIP: 3 atoms



Elmer Fudd has three atoms aboard his spaceship, so enter the flying saucer docked in the Ship Hangar Bay. You'll find the first atom by pushing the middle crate that's against the first room's right-hand wall.





Be vewy, vewy quiet to pocket Elmer's second atom. If you tiptoe, the atom won't teleport away from you. Fudd's final atom by the holographic map is equally evasive, but if you jump and double-back, you can nab it.

MAIN CARGO HOLD: 2 atoms







The little robots won't harm you. If you talk to them, they'll give you clues, including hinting that the boarded-up doorway must be blasted open. Use the bomb on top of the ramp to get in, then smash the crate inside to unload an atom.







Near the robot who whispers of a secret area is a silver door. When you walk up to it, the door will open automatically. Behind it is a maze, and down one of its twisting dead-end corridors is an atom.

SECRET AREA





To find the secret area the robot speaks of, drop a bomb by the light gray panel that's on the same wall where the boarded-up doorway was. Inside you'll find three health-replenishing quarks as well as an ACME Extra Life Preserver.

SECONDARY STORAGE: 2 atoms









Stomp the red button to cause the whole room to drop down one story. With the room lowered and redecorated, seek out the next red button to lower the floor again. By lowering it a second time, you'll expose an atom.

Find the next red button and stomp it to lower the floor a third and final time. After bringing the house down for the last time, you'll be able to access Secondary Storage's second and final atom.



FLIGHT TEST RANGE: 2 atoms





If you kick all the tiny, scurrying robots out of commission and then talk to the hint-giving robot, it will reward your extermination efforts by unlocking the Helipack Race, where an atom is up for grabs.

By finishing the race in under a minute, you'll win an atom and unlock the other door by the hint-giving robot. If you can cross that room's spinning wheels, you'll be able to snag the atom waiting at the exit.

GOSSAMER'S CELL: 2 atoms









Enter the Engine Room to find Gossamer's Cell. When you spot the orange hair ball, hang a left and slide the computer terminal to reach the switch that opens his cell. After he charges you when you enter, search his cell for the atom.

Leave Gossamer's cell and enter the room across the way. Slide the computer to reveal a switch, then hit it to open the room's other door. In the new area, jump over some bottomless pits to make your way to an atom.

ROBOT GUARD ROOM: 2 atoms






When you grab the Raygun, the game will switch to a first-person view. Blast through the wall panel to enter the halls. At the fork, enter the left door then ride the lift to find an atom beyond the fan rooms.

If you enter the right-hand door at the main floor's fork, you'll be able to take another elevator that leads to a toxic pool. Dodge the sliding walls to reach the bridge that leads to the atom floating above the pool.

POWER GENERATORS: 2 atoms





Stomp the colored buttons in the order in which they light up to lower the glass wall that separates you from the nearby atom. To reach the second atom, use carefully timed leaps to hop across the swinging and spinning platforms.

SAM'S FIGHT: 1 atom



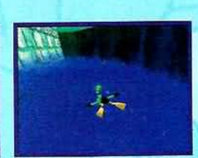

Pound either switch to smash open the crate in the neighboring alcove. Grab the smashed box's explosive contents and toss the bomb in Sam's direction. If you can blast the rootin'-tootin' varmint six times, you'll win the showdown.

PLANET P

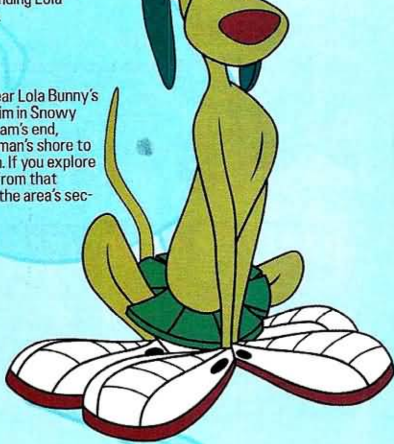
Which way did they go? Which way did they go? Defeated Yosemite Sam isn't about to let Duck Dodgers and eager, young space cadet Porky escape. Firing his pirate ship cannon at Duck's departing rocket, Sam sends the pair spiraling into Planet P.

ARCTIC LANDING: 3 atoms





Hike downhill and avoid the explosive Xs on the ground. Cross the breakaway bridge to the right of the ziggurat to find one atom. Another is at the top of the ziggurat, and the third is in the lake surrounding Lola Bunny's platform.



SNOWY RIVER: 2 atoms





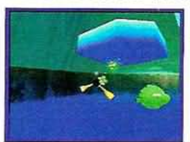
Enter the cave near Lola Bunny's lake to take a swim in Snowy River. At the stream's end, search the snowman's shore to scoop up an atom. If you explore the cave across from that shore, you'll find the area's second atom.

THE FISH POND: 2 atoms




An atom chills in a very slick tunnel beside the waterfall you rode in on, so surefootedly make your way to it to avoid sliding into the icy spikes. Afterward, dive into the lake to dredge up the underwater atom.

DETENTION AREA: 3 atoms





On the other side of the Fish Pond's ramp where the snowballs roll is the Detention Area. Dive beneath one of its icebergs to find one atom, and swim into a tunnel to find another. Hovering above one of the ice floes is the third atom.

FREE THE SEALS



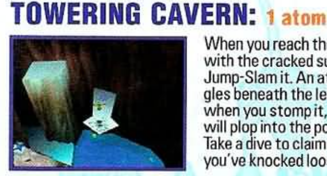

Using the nearby rocket, blast off to the imprisoned seals' ice cells located on the various icebergs that dot the lake. Jump-Slam the igloos to free the seals, then visit their father who'll help you exit the area.

ANCIENT PYRAMID: 2 atoms




An atom is behind and in front of the idol that spits out quarks like a Pez dispenser. One of the atomsappears to be floating above a pit, but if you hit top C you'll see that it actually floats above a well-disguised ledge.

TOWERING CAVERN: 1 atom



When you reach the ledge with the cracked surface, Jump-Slam it. An atom dangles beneath the ledge, and when you stomp it, the atom will plop into the pool below. Take a dive to claim the prize you've knocked loose.

SLIPPERY SLIDE: 2 atoms





Slide down the slope in under 45 seconds for an atom. Steer clear of dry patches to maintain speed. If you finish within 41 seconds, you'll win a second atom and unlock the teleporter that allows you to rerace for fun.

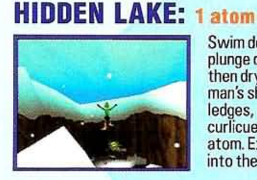
SNOWMAN'S CAVERN: 2 atoms




Seek shelter from the grabby yeti in the alcove to the far right. Pick up the decoy (the square picture of Daffy), then toss it at the frosty foe. While he's distracted, dash up the stairs behind him to score an atom.

Follow the shaft of light to the cave. Push the ice pillars along the scrapes on the floor to reflect the light onto the ice wall. When the barrier melts, ascend the building to grab the atom on a narrow wall.

HIDDEN LAKE: 1 atom



Swim downstream, take a plunge down the waterfall, then dry off on the snowman's shore. Hop up the ledges, then bounce up the curlicued ledge to pick up the atom. Exit the area by diving into the tunnel by the falls.

SUBMERGED CITY: 1 atom





After you've jumped over the pool to collect the floating atom, make your escape through the booby-trapped halls. Dodge the shooting and falling statues and stay light on your toes as you cross the breakaway bridges.

MARVIN'S SURPRISE : 1 atom





Run in circles to dodge the bouncing idol. As soon as it shakes up the entire grid you're standing on (it'll damage itself when it does this), station yourself on the square that turns light blue—it's the only tile that won't crumble away.



PLANET X

Planet X is the site of Marvin's hidden lab, where he's feverishly putting the finishing touches on his cannon. Marvin never did like the earth (especially since it blocks his view of Venus), but earth-loving Duck and Porky have finally arrived to foil his plans.

PLANET X LANDING: 2 atoms




Follow the tunnel outside of your ship and hang a left at its exit. Hop onto the rock at the base of the blue X, then jump into the passage that leads to an atom. To find the landing's other atom, enter the wind tunnel.

CAVERN ALPHA: 1 atom



Inside the blue X closest to your ship is Cavern Alpha. An apish alien will roll you like a bowling ball if it gets its mitts on you, so swiftly head to the atom on the left side of the cave and avoid confrontation.

CAVERN BETA: 1 atom



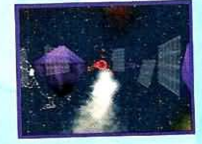
Enter the blue X by the tunnel exit. To score the atom inside, perform a double jump to land on the mesa that's near the entrance and across from the atom. Run toward the atom, then double-jump to land on its mesa.

CAVERN GAMMA: 1 atom




When you exit Cavern Beta, turn left and go up the hill lined with quarks. Inside the blue X at the summit is Cavern Gamma. Hop into the tunnel in the back of the cave, then leap out the other side to reach the atom.

ABANDONED UFO: 1 atom




Board the ship parked across from the wind tunnel. Hit A to switch to cockpit view since it makes the rocket easier to pilot, then use Z to accelerate and B to honk your horn as you fly to the UFO crowned with an atom.

TO MARVIN'S LAB



When you return to the Planet X Landing, you'll have six atoms—the exact price the alien at the top of the wind tunnel charges for entry to Marvin's Lab. Float up the wind shaft to the E.T., then talk to him to enter.

CECIL'S FLYING TOY: 3 atoms






Enter the green pod in Marvin's Lab, then nab one atom on your way to Cecil. Repeatedly hit Z to keep his jet pack fired up as you fly to win one atom, then hop through the green force field to find another atom in the speediest of antigravity rooms.

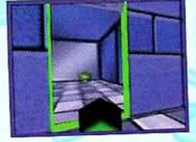
EGG 209 HATCHERY: 2 atoms





Traverse the green catwalks to collect the two atoms. To claim the farther one, cross the green laser bridge. Once you've scored both collectibles, grab the red bomb and toss it at the metal door to blast your way out of the hatchery.

RAYGUN WORKOUT: 2 atoms




As you play in first-person view, zap the boxes with Xs on them—two contain atoms. The trickiest part of the level is crossing the yellow laser beam barriers, but you can switch back to third-person view by tiptoeing.

DELTA SPACE ZONE: 2 atoms




When you reach the switch, pounce on it to destroy the nearby crate containing an atom. A circling flying saucer guards the second atom, so go for the green particle only when the UFO has spun out of range.

THETA SPACE ZONE: 3 atoms







Strap on a jet pack to fly to the platform islands. At the end of the first tunnel, rocket to the farthest of the platforms in front of you (double-jump as your jets sputter out to reach it). Collect the two atoms near that strip, then return to your landing site.

Rocket to the small, square platform by the tunnel, then jump across the yellow platforms. Cross the rotating tunnel and avoid its surface holes that'll spin your way. The second spinning tunnel houses the atom.

EPSILON SPACE ZONE: 2 atoms



Talk to Cecil, then put on his Instant Martian disguise. As long as you wear the getup, the laser towers won't blast you. Ditch the costume once you're out of their sights, then use the jet pack to rocket away.




Land near the green stairs, then dash across them as they fall. At their foot is an atom. Don a second costume to reach the second jet pack, then fly to the second atom that's on another set of breakaway stairs.

TRANSFORMATION ZAP






Set foot on the platform to transform into a four-legged, flower-headed mutant. Dodge UFOs and scramble across the breakaway tile floor until you can reach the next transformation pad that'll mutate you into a chicken.

As a chicken, escape through the duct. On the other side is a pinball area, complete with bumpers that'll ricochet you about the room if you touch them. Cluck past them, then transform back into Duck at the third pad.



THE FINAL DEFENSE





Before you'll be able to go through the door branded with Marvin's mug, you must find the three keys that'll unlock it. Explore the branching paths from the central hub to find the keys, as well as Lola Bunny, who'll give you a 1-up.




Behind the Marvin door is fightin' mad robo-chicken. Dodge its slippery omelet spray, blast its robo-eggs to hatch quarks, and jump up and zap the fowl in the noggin eight times to scramble to your final battle.

MARVIN'S BATTLE




In the next room is Marvin, who'll attack you from his saucer, and his sidekick K-9, who'll cover the ground. But keep your focus on Marvin. Immediately after he attacks, his shields will go down, and you'll be able to hop up and zap him.

TH-THAT'S ALL, FOLKS

Successfully capturing the zany spirit of the Warner Bros. cartoons, Duck Dodgers is a winning combination of Looney Tunes hysterics and slick game play. Never short on nutty one-liners, madcap minigames or sight gags (try blasting the paintings in Planet J's museum), Infogrames' charmer is a must for Looney Tunes fanatics, and it's sure to get serious gamers to crack a smile, too.



POWER ONline

Power Connection

News & Events

Interactives

Chat

E-Cards

Perfectdark.com

New Look

Zelda.com

Pokémon.com

Directory

Welcome to the new face of Nintendo Power online. With the introduction of the NP icon last month, Nintendo Power made the connection to Internet gaming information even better and faster for readers of Nintendo Power magazine. Here's a taste of what's to come.

The Power Connection

The new NP logo with a circle of arrows is our way of linking Nintendo Power with our Internet web site. The idea is to provide our subscribers with special information on the World Wide Web and to let web surfers know about special features in the magazine. We started small with two NP connections in the May issue, showing movies of stunts for Tony Hawk's Pro Skater and Excitebike 64, but our plans are big. The site is open to everyone right now, but eventually only subscribers will have access to many of the special features. We think that the world's biggest video game magazine should have the world's best connection to online information, and that's what NintendoPower.com will provide. In the following pages, you'll learn both what's happening now at Nintendo.com and what's going to happen in the future on Nintendo.com and NintendoPower.com, so start clicking.

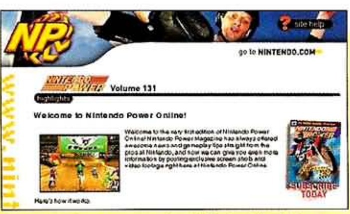
Thrash



Actual footage from the gaming pros at Nintendo Power shows you exactly how to grind out the points.

News & Events

Nintendo Power has a long history of bringing you the most complete news straight from the source. With the speed of the Internet, we can bring that news to NintendoPower.com virtually as it happens. By the time you read this article, we will have provided all the latest info on E3 2000 live from the show floor. And coming up at the end of the summer, you'll be able to see all the news from SpaceWorld in Japan by logging onto NintendoPower.com. When the news breaks on Dolphin, Game Boy Advance and new games, NintendoPower.com. will have the FAQs, the pics and the downloads.



Power readers connected with Excitebike 64 last month online. There's no substitute for seeing the stunts performed in full motion.

Interactive Destinations

Games:
Nintendo.com has a wide variety of state-of-the-art interactive games and features. You can become a Superstar at Marioparty.com with six action-packed interactive Shockwave games or compete against other golfers across the country in online tournaments at Mariogolf.net. If you'd rather sit back, relax and watch DKTV, go to Donkeykong64.com, where you'll find nine channels of quality primate programming.





Pokémon Stadium Fantasy Leauge:
Trainers who visit Pokemonstadium.com can choose a team of six Pokémon (all between levels 50 and 55) and compete for prizes in the Pokémon Stadium Fantasy League.





Chats:
Enter the Nsider area at Nintendo.com to chat with pros at Nintendo and other gamers. The sessions run Monday through Friday from 4 P.M. to 7:00 P.M. Pacific Standard Time at www.nintendo.com/nsider/index.html.

E-Cards:
You can send e-cards and greetings to friends via the Internet from several Nintendo sites including Super Smash Bros. smash cards at supersmashbros.com, DK cards at donkeykong64.com and party cards at marioparty.com.

Perfectdark.com





The biggest game of the summer is Perfect Dark, and if you head to perfectdark.com, you'll be able to download the theatrical trailer advertisement for Rare's thriller. Two mysterious sites were also discovered recently on the World Wide Web, one for dataDyne and one for the Carrington Institute. The appearance of web sites for supposedly fictional entities such as dataDyne and the Carrington Institute caused quite a stir. You can use the following passwords to access secret information on those sites. DATADYNE: User Name: JamesTanno7, Password: 8CR31D29. CARRINGTON: User Name: solaris, Password: pal32ver21z. Of course, Perfect Dark received an M rating from the ESRB, so the web site is open only to people 17 years of age or older. A warning on the introduction page of an M-rated site is one way that Nintendo helps to keep the Internet a safe place to visit.





The New Look

In future months, all of Nintendo's web sites will get a face-lift and new features. In particular, we plan to expand NintendoPower.com to include an extensive library of strategies, tips and codes complete with movies and sound. We'll request Now Playing evaluations from subscribers and print the results in Power, and we'll let you in on breaking news stories before anyone else even hears a whisper. You'll see previews of actual game play, hear the real sound tracks and chat with the pros from Nintendo and other game companies.





In the future, you'll find online columns based on your favorite columns from Nintendo Power. The names and logos may change, but the information will be even more up-to-date.

Nintendo Online Directory

Banjo-Kazooie—www.banjo-kazooie.com
Bionic Commando—www.bioniccommando.com
Carrington Institute—www.carringtoninstitute.com
Command & Conquer—www.nintendo.com/n64/ccsite/index.html
dataDyne—www.datadyne.com
Diddy Kong Racing—www.dkr.com
Donkey Kong 64—www.donkeykong64.com
Excitebike 64—www.excitebike64.com
F-Zero X—www.fzerox.com
GoldenEye 007—www.nintendo.com/goldeneye007
Jet Force Gemini—www.jetforcegemini.com
The Legend of Zelda: Ocarina of Time—www.zelda64.com
Kirby 64: The Crystal Shards—www.kirby64.com
Mario Golf—www.mariogolf.net
Mario Party—www.marioparty.com
Mario Party 2—www.marioparty2.com
The New Tetris—www.nintendo.com/n64/newtetris/index.html
Nintendo Power Source—www.nintendo.com
Nintendo Sports—www.nintendosports.com
Perfect Dark—www.perfectdark.com
Pokémon World—www.pokemon.com
Pokémon Snap—www.pokemonsnap.com
Pokémon Stadium—www.pokemonstadium.com
Ridge Racer 64—www.ridgeracer64.com
Star Fox 64—www.starfox64.com
***Star Wars*: Episode 1: Racer**— swracer.n64.com
***Star Wars*: Rogue Squadron**—rogue.nintendo.com
Super Smash Bros.—www.smashbros.com
Yoshi's Story—www.yoshisstory.com

www.zelda.com



Zelda.com already features great tips and strategy for The Legend of Zelda: Ocarina of Time, and soon it will be expanded to cover every Zelda game ever made. Complete walk-throughs, comprehensive character galleries and much more will put Zelda.com at the top of your bookmark list. Zelda.com will also be the best source on the 'net for the latest news on Majora's Mask and the upcoming Triforce Series on Game Boy Color.

www.pokemon.com



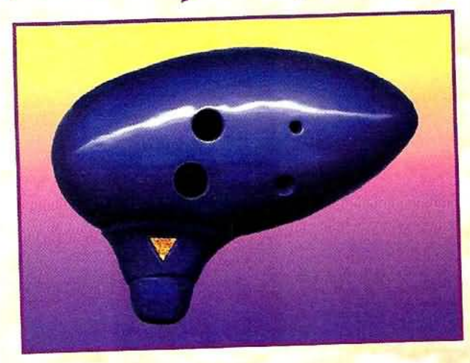
Pokémon.com is your one-stop source for all things Pokémon, covering everything from Snorlax's weight to the best way to counter a Fire-type Pokémon attack. With the upcoming release of Pokémon Gold and Silver, Pokémon.com will be updated to feature all-new game play strategy and a complete Pokédex with stats on all the new Pokémon.

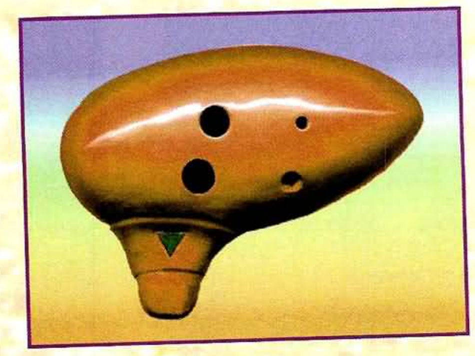
Logging Off

Who knows what the future holds for Nintendo Power. E-mags? Online, interactive gaming communities? Dolphin demos? Almost anything is possible. As we branch out to embrace the Internet in new ways, we'd love to hear your ideas on what you'd like to see. So let us know what you think by completing and sending in the monthly Player's Poll card or leaving messages at Nintendo.com.



When you play the Ocarina...





who knows what may happen...



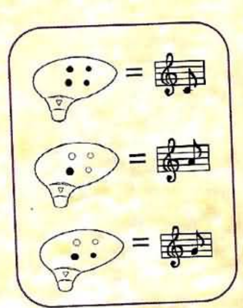
The Ocarinas inspired by the video game "The Legend of Zelda: the Ocarina of Time" are now available!

Thou Shall Find the Ocarina:

- Easy to play, yet capable of profound expression
- Well Tuned: a finely crafted instrument
- Includes a songbook and tutorial with simple finger notation for many songs, scales, and fancy tricks, plus lullabies, serenades, and minuets
- Made from high-fired durable ceramic in several styles - "sweet potato" (blue or brown), or round "raku" pendant.

Hear them played when you call
See them and hear them at our website
Order them by internet, phone, or mail:

The sweet potato ocarinas are $36.50 each, and the round pendant ocarina is $20. Shipping/handling is $5.

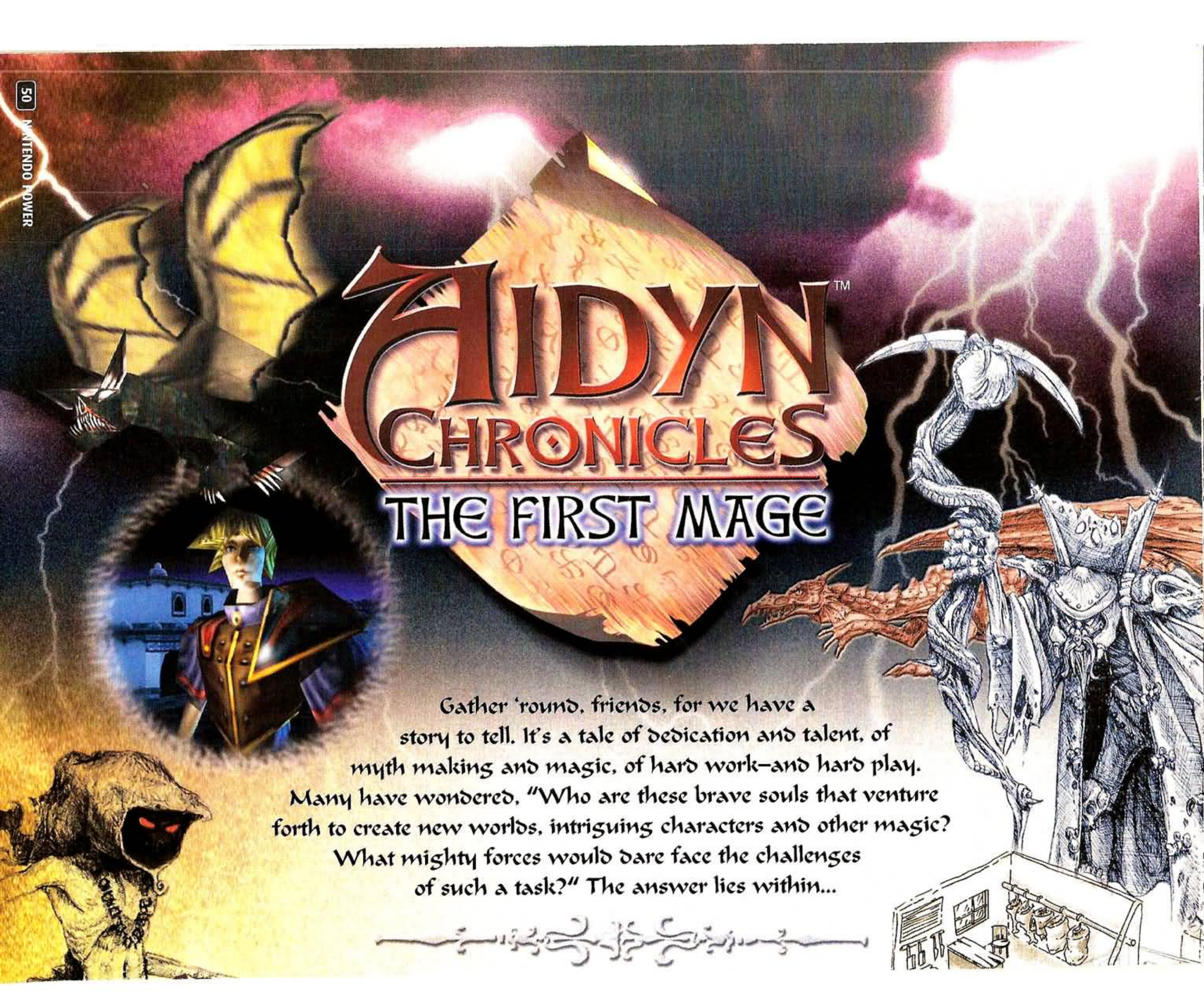


Songbird Ocarinas
410 Anacapa Street
Santa Barbara, CA 93101

Order Online at:
www.songbirdocarina.com
or call (805) 899-4042



Songbird Ocarinas is not affiliated or endorsed by Nintendo Corp



Aidyn Chronicles™: The First Mage

Gather 'round, friends, for we have a story to tell. It's a tale of dedication and talent, of myth making and magic, of hard work—and hard play. Many have wondered, "Who are these brave souls that venture forth to create new worlds, intriguing characters and other magic? What mighty forces would dare face the challenges of such a task?" The answer lies within...

WHAT HAS BEEN...

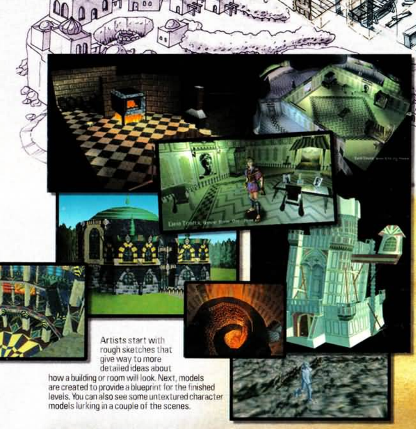
THE TIME HAS COME TO SPEAK OF THE AIDYN CHRONICLES. AS THE UNVEILING OF THIS COMPELLING NEW CREATION DRAWS NIGH, LET US LOOK AT THIS MYTH-IN-THE-MAKING'S PAST, PRESENT AND FUTURE, TO GAIN SOME INSIGHT INTO THE CONJURING OF A NEW UNIVERSE.

Starting the Saga

Bringing a new world to life is no small undertaking, no matter what form it takes. And though it may seem as if it all just comes together as if by magic, it takes many people to create an RPG like Aidyn Chronicles: The First Mage. Artists, writers and programmers at the developer, H2o, work together toward one goal, so much so that they speak as if with one voice. This chorus of creators sings of storylines, sketches, renderings and level designs. Of long meetings when the sun isn't shining, and of long workdays when it is.

The creation of Aidyn Chronicles: The First Mage's story started off with a somewhat simple outline put together by RPG master Chris Klug. Something is stirring within the vast and varied lands of Aidyn. A young man, Alaron, is poisoned by goblins and seeks a cure. His desperate circumstances lead him on a journey through Aidyn, where he encounters new beings both friendly and fearsome. He must make friends and battle enemies—once he learns to tell the difference between them.

Once the story was set, artists were brought in to give form to the fantasy. As the main characters, environments and monsters were put on paper, more ideas came forward. Main-characters gained depth, and some minor characters became so real they took on a life of their own, writing themselves larger parts in the story by virtue of their dazzling design. With the basic sketches drawn and the story outlined, the developers were able to move on to the next phase of development.



Artists start with rough sketches that give way to more detailed ideas about how a building or room will look. Next, models are created to provide a blueprint for the finished levels. You can also see some untextured character models lurking in a couple of the scenes.

WHAT

IS...

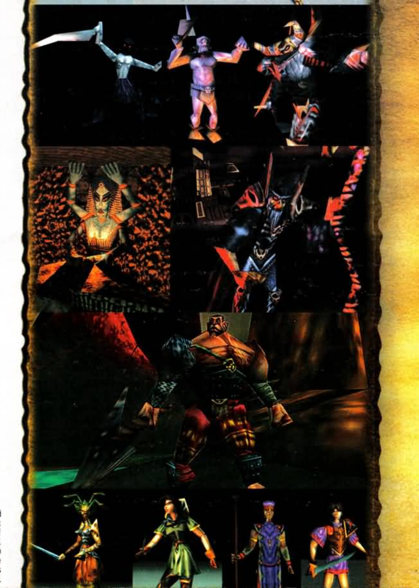
Currently, the game is making the transition from fantastic ideas to playable reality, requiring more people to help shape it. Lead Programmer Chris Bailey had the idea for a complex and innovative engine—the backbone of the game.

Molding a Myth

Aidyn Chronicles: The First Mage is a traditional RPG, and as such, it features many characters and environments, turn-based battles and complex interactions between all of the elements of the game. Bailey took this idea to the limit, including a weather system that affects game play and is always working, even if your characters never go to a particular spot.

Meanwhile, programmers, designers, artists and writers are building the game. Some designers work on the combat system, while others make sure the text boxes are working properly. The artists take their sketches from pencil and paper to polygons, complete with animations that further the individuality of each character.

The game is not really playable in this form, and not just because the characters and situations are being tweaked. Each piece—the combat system, character animations, the enemy tendencies and weather system—is worked on individually and then integrated into the framework of the game. Tests are run to make sure that elements are working separately. For example, the dialogue boxes may pop up just fine when running alone under testing conditions, but when they're added to the rest of the program they may not appear when they're supposed to. Things can still change a great deal at this point. Characters and even whole cities can be taken out if they don't make the game better.



Each character and creature is designed with his, her or its own unique look and movements that bring a sense of diversity and realism to the polygons. This is how the characters appear in the game, in their final form. Compare the sketches to the finished renderings to see how character designs evolve.

WHAT

WILL BE...

When the entire game finally comes together, players will be treated to one seamless experience, and if it's done well, they won't even notice that many different pieces were fit together to create the whole. Something that seems very basic to a player is actually a very complex process for the game's designers.

Think about the characters in the game. Just as the weather affects aspects of the game play, the decisions a player makes can change the outcome of the game. Nearly a dozen different characters can join Alaron's party, and each has his or her own unique abilities and personality. But only four can be in Alaron's party at once, and different players will certainly make different decisions about who will make the cut.

The game designers at H2O, therefore, had to create story lines, text boxes, walking animations and cinemas for every character, some of whom you may never choose in your personal version. This means you'll have to play the game differently many times to see everything included in the Game Pak.

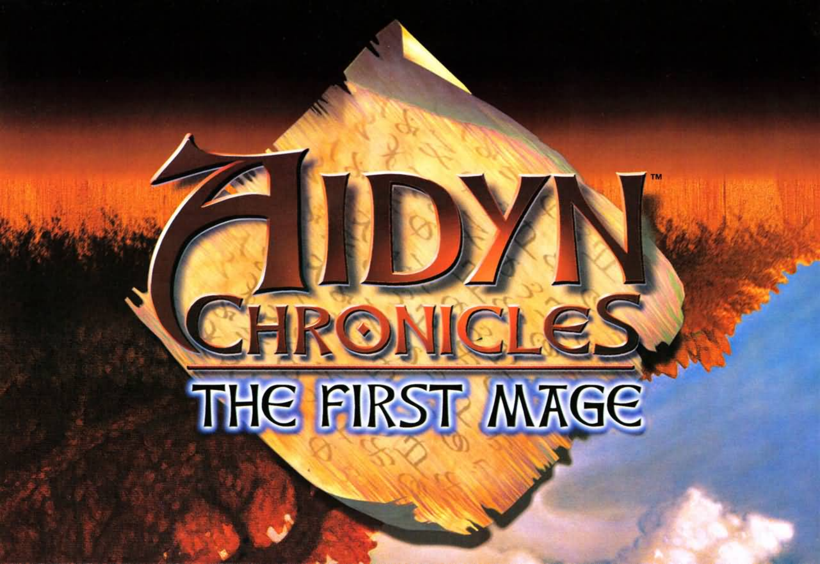
Finishing a Fantasy

As the valiant and dedicated artisans at H2O work to complete Alaron's adventures in Aidyn, take to heart their hard work and dedication. It may seem like a lot of work to play a complex and deep RPG like this—but just imagine making one!

If you wish to experience the magic of Aidyn Chronicles: The First Mage for yourself, you haven't much time to wait. Aidyn Chronicles: The First Mage becomes a reality in August.

The kingdom of Aidyn is vast and varied, and our hero, Alaron, will see much of it as he searches for a cure to his affliction. As you can see from the screen shots, he's not always alone...




AIDYN™
CHRONICLES
THE FIRST MAGE




THQ
INC.


NINTENDO
POWER

INDY RACING 2000™



Are you ready to challenge the Brickyard? GT Interactive brings the speed and thrill of the Indy Racing League home to the N64.



Around and Around You Go

If you're under the impression that driving around an oval 200 times is monotonous, consider that you'll have to share the road with 19 other cars racing at speeds well over 200 miles per hour. GT Interactive's Indy Racing 2000 makes you feel like you're sitting behind the wheel of a 750-horsepower rocket at America's premier motorsports event. And the development team at Paradigm Entertainment didn't stop there. Beyond the simulated Indy circuit, they added a fantasy challenge called the Gold Cup featuring a wide variety of non-Indy cars and winding tracks. It's really two games in one.





Split Personalities





In a two-player duel, the competition will be limited to eight computer-controlled cars, as opposed to the 19 in one-player. The screen can be split horizontally or vertically.

A League of Their Own

As the professional racing world split apart, video game publishers rushed to license one of the two major racing leagues. IR 2000 has a complete Indy Racing League license, and, as a result, you can hit the pavement in nearly all of the official IRL venues with 20 popular league drivers. Choose a Single Race, Championship or Fantasy League.







GREG RAY

Starts:	3	Top 10:	0
Total Laps:	335	Races Led:	2
Best Start:	2	Laps Led:	50
Best Finish:	18	Winnings:	$551,550
Top 5:	0		



BILLY BOAT

Starts:	3	Top 10:	2
Total Laps:	510	Races Led:	2
Best Start:	1	Laps Led:	23
Best Finish:	3	Winnings:	$1,059,100
Top 5:	1		



EDDIE CHEEVER JR.

Starts:	10	Top 10:	4
Total Laps:	1,416	Races Led:	3
Best Start:	2	Laps Led:	89
Best Finish:	1	Winnings:	$3,198,452
Top 5:	2		



BUDDY LAZIER

Starts:	7	Top 10:	4
Total Laps:	983	Races Led:	3
Best Start:	5	Laps Led:	70
Best Finish:	1	Winnings:	$2,888,276
Top 5:	3		



DAVEY HAMILTON

Starts:	4	Top 10:	2
Total Laps:	775	Races Led:	1
Best Start:	8	Laps Led:	3
Best Finish:	4	Winnings:	$970,153
Top 5:	1		



SAM SCHMIDT

Starts:	3	Top 10:	0
Total Laps:	62	Races Led:	1
Best Start:	6	Laps Led:	4
Best Finish:	26	Winnings:	$579,350
Top 5:	0		



SCOTT SHARP

Starts:	5	Top 10:	1
Total Laps:	718	Races Led:	0
Best Start:	6	Laps Led:	0
Best Finish:	10	Winnings:	$978,019
Top 5:	0		

BUZZ CALKINS

Starts:	4	Top 10:	1
Total Laps:	664	Races Led:	1
Best Start:	9	Laps Led:	4
Best Finish:	10	Winnings:	$851,053
Top 5:	0		



KENNY BRACK

Starts:	3	Top 10:	2
Total Laps:	398	Races Led:	2
Best Start:	3	Laps Led:	89
Best Finish:	1	Winnings:	$1,978,190
Top 5:	1		



ROBBIE BUHL

Starts:	4	Top 10:	3
Total Laps:	639	Races Led:	1
Best Start:	4	Laps Led:	16
Best Finish:	6	Winnings:	$910,403
Top 5:	0		

TYCE CARLSON

Starts:	2	Top 10:	0
Total Laps:	346	Races Led:	0
Best Start:	15	Laps Led:	0
Best Finish:	14	Winnings:	$420,250
Top 5:	0		



MARK DISMORE

Starts:	4	Top 10:	0
Total Laps:	321	Races Led:	0
Best Start:	5	Laps Led:	0
Best Finish:	16	Winnings:	$764,853
Top 5:	0		



ROBERTO GUERRERO

Starts:	15	Top 10:	5
Total Laps:	1,735	Races Led:	3
Best Start:	1	Laps Led:	56
Best Finish:	2	Winnings:	$2,721,064
Top 5:	5		



JOHNNY UNSER

Starts:	4	Top 10:	0
Total Laps:	266	Races Led:	0
Best Start:	16	Laps Led:	0
Best Finish:	18	Winnings:	$599,253
Top 5:	0		



ROBBY UNSER

Starts:	2	Top 10:	2
Total Laps:	395	Races Led:	0
Best Start:	17	Laps Led:	0
Best Finish:	5	Winnings:	$404,900
Top 5:	1		



JEFF WARD

Starts:	3	Top 10:	2
Total Laps:	594	Races Led:	2
Best Start:	7	Laps Led:	52
Best Finish:	2	Winnings:	$1,239,450
Top 5:	2		



STEPHAN GREGOIRE

Starts:	4	Top 10:	0
Total Laps:	426	Races Led:	1
Best Start:	13	Laps Led:	1
Best Finish:	17	Winnings:	$720,006
Top 5:	0		



ROBBY MCGEHEE

Starts:	1	Top 10:	1
Total Laps:	199	Races Led:	0
Best Start:	27	Laps Led:	0
Best Finish:	5	Winnings:	$247,750
Top 5:	1		



JOHN HOLLANSWORTH JR.

Starts:	1	Top 10:	0
Total Laps:	192	Races Led:	0
Best Start:	12	Laps Led:	0
Best Finish:	13	Winnings:	$265,400
Top 5:	0		



SCOTT GOODYEAR

Starts:	9	Top 10:	4
Total Laps:	1,254	Races Led:	3
Best Start:	3	Laps Led:	49
Best Finish:	2	Winnings:	$2,508,865
Top 5:	2		

Race for the Checkered Flag

In Single or Championship Mode, you'll select your IRL driver, customize your car and compete against the rest of the league on various real-world tracks. You can adjust the length of each race from short to long, and you can raise or lower the difficulty setting. Finally, you can choose to turn your car's damage on or off. If damage is on, you'll need to make pit stops.

Easy Does It





As you roll into the start of the race, surrounded by other vehicles, take advantage of nearby cars and try to draft behind them. Then, when the coast is clear, shoot around the competition. Don't try to start fast.

Wings of a Bird





A low wing angle allows for high speeds on the straight-aways but less control on the turns. If you think you can handle the turns without assistance, keep your wings low and hit max speed as much as possible.

Chasing the Rabbit





The car ahead, which you're trying to gain on, will be tagged with a blue arrow. Once you pass the marked car, you'll see your position jump by one. The blue arrow will then transfer to the next car in front of you.

Tire Pressure





Similar to wings, tires help you navigate corners or fly down open roads. High tire pressure creates less friction, resulting in more speed. If you're worried about making sharp turns, keep the tire pressure low.

Sneak Attack





Always check for cars coming up from behind. At the bottom of the screen, you'll see tabs with car numbers. If the number is red, the car is closer than you might think. White numbers show when a car is gaining on you.

Always Qualify





Unless you like starting at the back and inching your way forward, run the qualifying round to try for a better starting spot. It really helps in shorter races. Single Race Mode does not have a qualifying round.

Time for a Pit Stop





If damage is turned on, your car will get banged up and you'll need to find the pit stop during long races. The blueprint of your car on the side of the screen shows what areas of your car need help from the crew.

Gold Cup Racing

When you're a little exhausted from the tense, white-knuckle Indy Racing and in the mood for arcade action, try Gold Cup Mode. Your mission will be to rise through the ranks of a Fantasy League that includes various levels and cars. By using the chart below, you can calculate how many points you'll earn for each race. Higher league wins result in more points per race.

League Multiplier	
Midget Cars	1x
Sprint Cars	2x
1st Formula Cars	3x
2nd Formula Cars	4x
Bonus Indy Cars	5x

Points Chart	
1st	10,000
2nd	8,000
3rd	7,500
4th	7,000
5th	6,500
6th	6,000
7th	5,600
8th	5,200
9th	4,800
10th	4,400
11th	4,000
12th	3,700
13th	3,400
14th	3,100
15th	2,800
16th	2,600
17th	2,400
18th	2,200
19th	2,100
20th	2,000

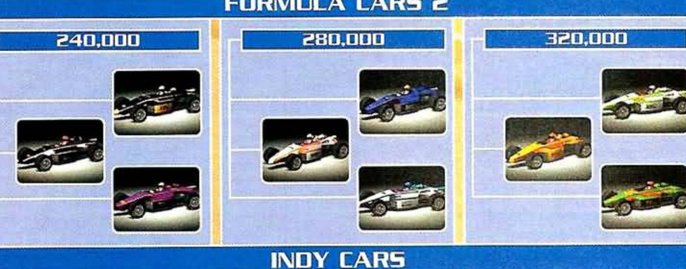
Cool Rides



Accumulating experience points will earn you the right to drive more powerful cars. As expected, the Indy Cars represent the highest level of the Fantasy League.

Rating: ★	Rating: ★ ★	Rating: ★ ★ ★
MIDGET CARS		
STARTING LINE UP	10,000	20,000
SPRINT CARS		
40,000	60,000	80,000
FORMULA CARS 1		
120,000	150,000	180,000

FORMULA CARS 2



INDY CARS

4 GOLD CUPS	400,000	500,000
		

Go for the Gold

The arcade nature of Gold Cup Racing will call for in a shift of strategy. For example, you won't have to worry about pit stops, so you can risk driving at higher speeds and bumping other cars. And since you get points for every race, you don't have to try to win every contest. After some tense Indy Racing, this is your chance to slam on the gas and release your aggression.

Right on His Tail





You can gain a burst of momentum by drafting behind a car when driving around a corner. Keep on eye on the draft meter on the left of the screen. Once you have an opening, cut inside and zoom past the competition.

Don't Jump the Gun





Sometimes racing with a more powerful vehicle and faster competition will hinder your performance. If you feel comfortable with a low-level car, stick with it until you earn enough points to jump to the next league.

'S' Stands For Straight





Some tracks have slight S-curves that don't require you to turn the steering wheel. Place yourself in the middle of the road and keep moving straight ahead, ignoring the arc in the pavement. You will make up ground.

Take It to the Bank





When moving at high speeds around a corner, stay to the outside and coast along the bank, following the tread marks. This will help you maintain your speed while avoiding cones and grass on the inside of the turn.

Move over, Slow Pokes





Nothing's more annoying than snails that just won't get out of the way. Listen to your pit crew radio for lapped traffic. Slamming into a slow car will only make you very frustrated.

The Back Track





Use the bottom C Button to glance at the road behind you to see if anyone is sneaking up. If you're using the first-person view, switch to third-person before looking back. You'll have a clearer view of the road.

A Racer for the People

Paradigm's previous racing masterpiece, F-1 Grand Prix, was a total sim experience that was appreciated most by gearheads who liked to tweak every nut and bolt. Not so with Indy. This racer feels like a game that is meant for everyone, which is fitting because the Indy 500 is one of the most popular American sporting events. The Gold Cup races add a lasting challenge and a bit of sass with all those cars and curves. If you like speed, a test-drive is mandatory.

What's-a this? Wario's helping someone else? He is, but only because he gets to keep any treasure he finds on his mission! Will Wario really help the mysterious monarch who has sent him on the quest? The answers lie inside Wario Land 3...

WARIO LAND 3™

EVERYONE E CONTENT RATED BY ESRB

ALL'S Fair in Love and Wario Land

Wario Land 3 for Game Boy Color is stuffed to the overalls with true platform action—with a twist. The twist? Wario has his own abilities, but sometimes it's the damage he takes from an enemy that really helps him reach his goals. Wario's quest sends him to four different lands, each with several levels that he'll have to revisit as he gains new abilities.





Northern Lands



Western Lands



Southern Lands



Eastern Lands



Wario...What is He Good For?

Warrior Wario

Wario begins the game with some pretty basic moves. As he finds items and opens areas, he will gain the extra moves he needs to finish his mission. As you play the game, you will run into areas that you simply can't access until much later when you have the right moves.



Swim

He glides through the water with the greatest of ease using the Control Pad. The B Button will quicken Wario's pace, and the A Button will make him surface very quickly.



Grab Gloves

Once Wario's wearing the Grab Gloves, he can pick up enemies and throw them. He can also throw objects to break through certain blocks. Just walk up to a dazed enemy to pick it up.



Super Jump Smash

This attack packs a lot of power, allowing Wario to break many blocks he couldn't before, including the solid pink blocks. Jump with A, then push Down on the Control Pad as Wario lands.




Super Swim

Wario's swimming gets a whole lot better once you've found the Super Swim. He can even swim against the current! The Control Pad moves Wario, and B makes him swim faster.



Jump Smash

Wario's Jump Smash lets him break blocks underfoot. Try the move in many areas—sometimes breakable blocks don't look breakable at first. Jump with A then press Down on the Control Pad to Jump Smash.



Head Smash

Wario really uses his head for this move, which can be directed at bricks, rocks and anything else over his head. Simply push Up on the Control Pad while using the A Button to jump.



Super Smash

With the Super Smash, Wario's sideways block breaking is much more powerful. Try it on unmarked bricks. Push the Control Pad in the correct direction, then push the B button to Super Smash.



High Jump

Wario reaches new heights when the High Jump kicks in. Many areas that were just too high will be within jumping distance! The High Jump replaces Wario's regular jump. Just press and hold the A Button to perform a High Jump.

Super Grab Gloves

Even the large robots and bears can be tossed around like toys when Wario's wearing the Super Grab Gloves. Daze the enemies first by jumping on their heads, then walk over to them and pick them up.

Mini Golf

Sometimes the path to Wario's next treasure will be blocked until Wario can win a game of golf. Wario will have to spend some of the coins he's gathered to start a game. Use the A Button and the meter on the bottom of the screen and take your best shot!



A.M., P.M.

The enemies inside the levels will change depending on the time of day. If the screen is bright when you enter a level, you'll enter in the daytime. If it's dark, you'll be there at night. Some treasure chests can be accessed only at certain times of the day.



The Wide World of Wario

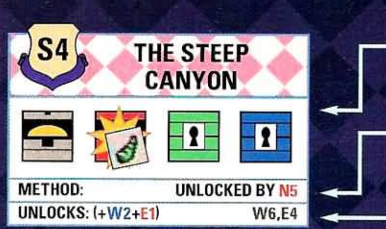
Wario finds himself in quite a few interesting places as he wanders around the four lands. He's on a mission to find the five magical music boxes that will help a mysterious figure regain control of a vast kingdom. This flow chart shows the most uncomplicated path for reaching that goal quickly. Read the guide below to understand our chart for each level.



As you wander through a level, you should remember that without the key, you can't open the treasure chest, even if you find the chest first.



You never know what you're going to find inside a Treasure Chest. Some have power-ups for Wario, while others may open up more areas.



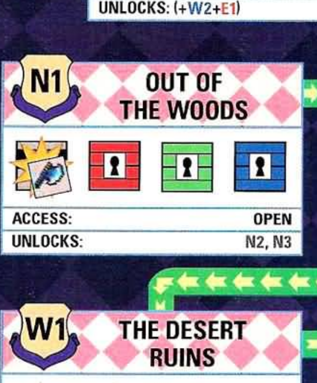
S4 THE STEEP CANYON

METHOD: UNLOCKED BY N5
UNLOCKS: (+W2+E1) W6,E4

The chests show your progress. In this example, you've already opened the Gray Chest and you're working on the Red. The picture on top of the Red Chest shows the treasure inside. The Green and Blue Chests are still locked.

This shows when the level was opened. "N5" means Northern Lands, Level 5, which is also called The Tidal Coast. Each level's name and number are listed on the checkerboard at the top of its box—in this case it's S4 The Steep Canyon.

The last line reveals what you will open by completing the current treasure chest quest. In the example, you unlock W6 and E4 by opening the Red Chest in S4, the Blue Chest in W2, and the Red Chest in E1.



N1 OUT OF THE WOODS

ACCESS: OPEN
UNLOCKS: N2, N3



N2 THE PEACEFUL VILLAGE

METHOD: UNLOCKED BY N1
UNLOCKS: (+N3) W1

N3 THE VAST PLAIN

METHOD: UNLOCKED BY N1



You have to let Mad Scienstein's beaker hit Wario. It will make him invisible and able to pass through the opening in front of him undetected.

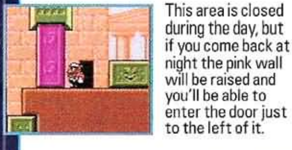
UNLOCKS: (+N2) W1

W1 THE DESERT RUINS

METHOD: UNLOCKED BY N2+N3



You can reach the Gray Key by ducking then jumping and pushing Right on the Control Pad. It may take you a couple of tries.



This area is closed during the day, but if you come back at night the pink wall will be raised and you'll be able to enter the door just to the left of it.

UNLOCKS: W2



W2 THE VOLCANOE'S BASE

METHOD: UNLOCKED BY W1+W1

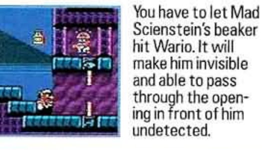


Roll around the area to break the pink blocks and reach new areas. On a slope, press Down to make Wario roll. He can jump while rolling.



Smash the glowing segments until the doll-boss is alone. Jump on the moving boss's head to finish it off. Stay away from the hatchets it throws.

UNLOCKS: JUMP SMASH





N1 OUT OF THE WOODS GOLF!

METHOD: JUMP SMASH



Use the Jump Smash to push this pesky critter down and find a new part of the level with the Red Key and Chest. You'll be playing golf, too.

UNLOCKS: W3, W4

W3 THE POOL OF RAIN







METHOD: UNLOCKED BY N1

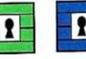


It might take you a while, but eventually you'll figure out the order in which you have to Jump-Smash the piston-platforms to reach the other side.

UNLOCKS: (+W4) S1

W4 A TOWN IN CHAOS





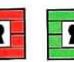
METHOD: UNLOCKED BY N1



Catch the zip line and ride it down to reach the Gray Chest. You'll have to smash through a wall while you're at it.

UNLOCKS: (+W3) S1

S1 THE GRASSLANDS



METHOD: UNLOCKED BY W3+W4



Get flattened by the red statue, avoid the grabbing robots and glide gently down from the ladder to reach the Gray Key.

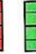


Stomp on the head of the worm-boss as it emerges, and avoid its attacks. A way up to the chest will sprout out of the ground.

UNLOCKS: S2

S2 THE BIG BRIDGE





METHOD: UNLOCKED BY S1



If you jump as soon as you see the fish pop up, you will avoid their attacks. If you're hit by a fish, you'll roll back to the beginning.

UNLOCKS: N3, S1, W3

N3 THE VAST PLAIN

GOLF!






METHOD: UNLOCKED BY S2



That vine wasn't there before! The Gray Chest in S2 made them grow, and you can climb up them to the next chest.



If you can't outrun the sun, duck when it shoots fireballs at you. You should make it across the platforms and over to the Green Key.

UNLOCKS: (+W3) S3

S1 THE GRASSLANDS

GOLF!

METHOD: UNLOCKED BY S2

UNLOCKS: W2

W2 THE VOLCANO'S BASE








METHOD: UNLOCKED BY S1



Wheels were added to the little cart, and you'll have to duck, jump and run to keep up with it all the way to the Red Chest.



Jump-Smash your way down to the seemingly unreachable large coin in the red cave, then tunnel your way back out.

W3 THE POOL OF RAIN

METHOD: UNLOCKED BY S2

UNLOCKS: (+N3) S3

S3 THE TOWER OF REVIVAL







METHOD: UNLOCKED BY W3+N3



Jump up to the lit torch to catch fire, then keep jumping as Wario runs amuck. He'll light the other torches.



Let the creatures sting you at the left side of the tower. You'll float with your big airhead and reach the Gray Key.

UNLOCKS: SWIMMING

S2 THE BIG BRIDGE



METHOD: SWIM

W3 THE POOL OF RAIN



METHOD: SWIM

Wait until the spiky ball produces a little red guy, then carefully aim and hit the red guy at the boss to bring it down.

UNLOCKS: E1

E1 THE STAGNANT SWAMP



METHOD: UNLOCKED WITH W3



Go down the ladder at the very beginning of the level and roll your way to the Gray Key. Go back up the zip lines find the chest.

UNLOCKS: S1, W2, N2

N2 THE PEACEFUL VILLAGE



METHOD: UNLOCKED BY E1



Use the Jump Smash while you're full of doughnuts to bounce the doughnut guy up the steps, then eat another doughnut and Smash back down the other side.



Turn invisible with Mad Scienstein's help, then make your way invisibly along until you find the Green Key.

UNLOCKS: (+S1) E2

W2 THE VOLCANO'S BASE



METHOD: UNLOCKED BY E1



Use the cart to get to the doorway and enter the bat cave. Swim in the water to get the Green Key. Fly to the coin while you're a vampire.

S1 THE GRASSLANDS



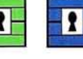
METHOD: UNLOCKED BY E1



It's tough, but you have to squat while jumping on the third falling ledge to reach the Green Key.

UNLOCKS: (+N2) E2

W4 A TOWN IN CHAOS



METHOD: HEAD SMASH



Flip one of the many switches to raise the bars that block your access to the Red Key. The switch by the zombies is best.



The soccer game is tough, because the tortoise seems to cheat for the hare. Jump on the hare to turn it into a ball, then hit it into the goal three times.

UNLOCKS: N4, N5

W1 DESERT RUINS



METHOD: HEAD SMASH



The floor above the Green Key and near the golf marker doesn't look like it can be Jump-Smashed, but it can. Go down and to the left to find the chest.



E2 THE FRIGID SEA



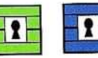
METHOD: UNLOCKED BY N2+S1

UNLOCKS: HEAD SMASH



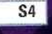
N4 BANKS OF THE WILD RVER



METHOD: UNLOCKED BY W4

UNLOCKS: (+N5) S4



N5 THE TIDAL COAST

METHOD: UNLOCKED BY W4



Let the torch set you aflame, then jump all the way to the far right. When you're a walking fireball, you can break the pink blocks to reach the chest.

UNLOCKS: (+N4) S4

S4 THE STEEP CANYON






METHOD: UNLOCKED BY N4+N5

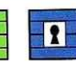


Start at the incline and roll-jump all the way across the steep canyon, where you will roll into and break the left wall and find the chest.

UNLOCKS: GRAB GLOVE

N5 THE TIDAL COAST



METHOD: GRAB GLOVE



Toss an enemy at the blocks covering the silver pipe to get in, swim all the way to the bottom, then hitch a ride with a bubble to the Red Key.

UNLOCKS: W2, S4, E1

W2 THE VOLCANO'S BASE





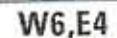


METHOD: UNLOCKED BY N5



Go all the way to the left and roll down the newly exposed incline to break the pink bricks. Go back to the newly exposed door to find the Blue Chest.

UNLOCKS: (+S4+E1) W6,E4



S4 THE STEEP CANYON

METHOD: UNLOCKED BY N5



Jump up to the door located in the middle of the level. No, it wasn't there before. Once inside, float to reach the Red Key.



After you have the key, you should continue to float high above the rushing water all the way to the right of the cavern to the Red Chest.

UNLOCKS: (+W2+E1) W6,E4

E1 THE STAGNANT SWAMP








METHOD: OPEN





Enter the door just past the silver pipe in the center of the level. Smash your way to the right while avoiding the mechanical mole.



Go down the second blue pipe and ride the turtle to the wooden grate. Climb up the grate. When the beaver boss is directly under you, Jump-Smash it.

UNLOCKS: (+W2+S4) W6,E4

E4 THE COLOSSAL HOLE







METHOD: UNLOCKED BY W2+S4+E1





Drop down to the bottom of the hole, then let your head swell to float to the top—and to the Gray Key. Float to the left to reach the chest.

UNLOCKS: (+W6) S3

W6 THE WEST CRATER




METHOD: UNLOCKED BY W2+S4+E1

UNLOCKS: (+E4) S3





S3 THE TOWER OF REVIVAL







METHOD: UNLOCKED BY W6+E4



The door in the middle of the tower just past the stove you have to shove has been opened. Enter it to find a new part of the tower.



Use a combination of doughnuts, fire and zombies to break the pink bricks, then flip the switch to the left, get the key and reach the chest.

UNLOCKS: SUPER SMASH

N4 BANKS OF THE WILD RVER






METHOD: SUPER SMASH




With the Super Smash, break into the tall gray hills. Enter the doors to find the Red Key and Red Chest.

N6 SEA TURTLE ROCKS

METHOD: SUPER SMASH



Smash through to the right and down to reach the Squid boss. Jump on the Squid's head, then hit its underside to defeat it.

UNLOCKS: S5



S5 THE CAVE OF FLAMES






METHOD: UNLOCKED BY N6

UNLOCKS: S2, E2

E2 THE FRIGID SEA







METHOD: UNLOCKED BY S5



Toss an ice cluster at the pink bricks. Roll down the slopes as snowman Wario to break through the walls and reach the Red Chest.



Flip the switch just past the ice bears. This will freeze the water and allow you to reach the key. Unfreeze the water to reach the chest.

S2 THE BIG BRIDGE








METHOD: GRAB GLOVE



Pick up the enemy, charge up your Grab Glove by holding B, then throw the enemy through the blocks to find the Green Key.

UNLOCKS: E3

E3 THE CASTLE OF ILLUSIONS







METHOD: UNLOCKED BY S2



Duck zombies and enter every door, hitting the switches to make red blocks pop out from the walls so you can continue your search for the Gray Key.

UNLOCKS: SUPER JUMP SLAM

N6 SEA TURTLE ROCKS

GOLF!

METHOD: SUPER JUMP SLAM



Start a power roll at the bottom of the area with the pipes, then jump-roll up and through the pipes to reach the Green Chest and Key at the top.

UNLOCKS: (+W1) E4, E2, E3

W1 THE WESTERN RUINS





METHOD: SUPER JUMP SLAM



Turn into a bat and fly up to the top of the dungeon. Take care not to fly into the light, or you'll turn back into Wario.



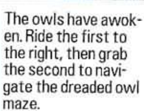
Stomp on the water balloon boss to get it to drop a pump. Slam on the pump to blow up the boss.

UNLOCKS: (+N6) E4, E2, E3

E4 THE COLOSSAL HOLE

METHOD: UNLOCKED BY N6+W1



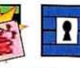

The owls have awoken. Ride the first to the right, then grab the second to navigate the dreaded owl maze.



Jump across the platforms until you reach the vicinities of the Green Key and the Green Chest, then let the sun heat you up so you can break the bricks.

UNLOCKS: HIGH JUMP

E1 THE STAGNANT SWAMP

METHOD: HIGH JUMP

High-Jump off the little enemies to make your way up to the Green Key. Carry one enemy with you—the last platform doesn't have one.




Slam against the skull lights in the four corners to defeat the ghost pirate. It always moves in a figure eight.

UNLOCKS: W5

W5 BENEATH THE WAVES

METHOD: UNLOCKED BY E1



Take the pulley maze to the right, then down. Two pulleys will go down, but the top one will break open the bricks to the Gray Chest.

UNLOCKS: S5, E1, E4



S5 THE CAVE OF FLAMES

METHOD: HIGH JUMP



Slam the ground to send the blue cave creature into the air. It will float down gently, and you'll be able to use it as a platform.

UNLOCKS: (+E1) N1

E1 THE STAGNANT SWAMP

METHOD: UNLOCKED BY S5



Roll down as you did for the Gray Key, then go to the right. The bombs under the swamp have gone off and opened a new area to be explored.



Lure the creatures that give you a balloon head around the level until you find the Blue Key. The chest is through the second opening from the right.

UNLOCKS: (+S5) N1

N1 OUT OF THE WOODS

METHOD: UNLOCKED BY S5+E1



Get the Green Key to the far right of the level, then enter the first door and jump across the disappearing green leaves to the chest.

UNLOCKS: SUPER SWIM



N4 BANKS OF THE WILD RIVER

METHOD: SUPER SWIM



Use the Super Swim to get to the far right of the level. Feed the mouse-fish cheese to make it stop the current so you can reach the Blue Chest.

UNLOCKS: S3, N5

S3 THE TOWER OF REVIVAL

METHOD: UNLOCKED BY N4

UNLOCKS: E6



The net near the top of the tower is finished. Climb around it to find both the Green Key and the matching chest.

E6 THE EAST CRATER







METHOD: UNLOCKED BY S3



Pick up barrels and throw them through the blocks after you make it past the floating creatures. Otherwise, you'll be floating aimlessly.



Jump into the fire then jump out and burn the second gray creature to the left. Just beyond where it sat is a ladder to the Gray Chest.

UNLOCKS: SUPER GRAB GLOVES

E3 THE CASTLE OF ILLUSION






METHOD: SUPER GRAB GLOVES



The Red Key is hidden on the second platform behind the pillar just past the blue spiky creature. Jump up and get it.



Jump on the bear's head, pick it up with your Super Grab Gloves then toss it through the pink blocks to reach the Green Key.

UNLOCKS: N1

N2 THE PEACEFUL VILLAGE







METHOD: SUPER JUMP SLAM



Use the Super Jump Smash to bounce the big, red frog out of your way. Enter the second pipe from the left and outrun the mole to the right.

N1 OUT OF THE WOODS







METHOD: OPEN



Keep stomping the ground until the spider falls to your level. Use it as an elevator to get to the top of the tree, where you'll find a Bonus Coin.



Pick up the web balls the spider spits out at you and throw them back at it. When the spider lands on the ground, Super-Jump-Smash it!

UNLOCKS: OPEN

Not-So-Funny Business

Oh, no! It turns out the shadowy figure who asked for Wario's help wasn't as helpless as it pretended. The big, scary clown will clap at Wario. Jump or duck to avoid getting smashed, then slam down on its hand when it makes a fist.



Spoils of Wario

Wario picks up many treasures on his quest for the five music boxes. Some make your navigation of the world map a little easier. You earn them when you've completed over half of the game, when you really need the help!



The magnifier you win from N4's Red Chest allows you to view which items you've collected in an area.

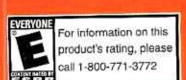


The Day or Night Spell you win from N2's Blue Chest gives you the power to change the time of day at will.

WARIO STORY-O

The scary clown is the big boss, but there are still plenty of puzzles and challenges left in Wario Land 3. For instance Wario wins a special reward for collecting all eight coins in every level. Would Wario stop when there are still lots of treasures to be uncovered? Not likely—he really loves a challenge, and this is one of his best!







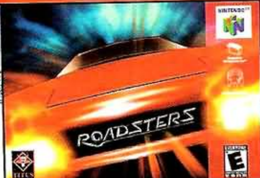
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Walt Disney Pictures Presents

DINOSAUR

Birth of a New Friend



A long time ago, a peaceful herd of plant-eating dinosaurs was awaiting the annual egg-hatching when a ravenous swarm of Carnotaurs invaded the once-secluded Nesting Grounds. Most of the eggs were destroyed in the attack, but one survived thanks to a flying Oviraptor. After a long journey, the stolen egg was dropped over a lush paradise known as Lemur Island. The curious inhabitants of the island kept the egg safe and wondered what creature might burst from its shell. They soon witnessed the birth of a baby dinosaur, who quickly became a favorite of the lemurs. They named him Aladar, and he grew up healthy and happy, until one day a meteor shower threatened to destroy his home. Your job is to guide Aladar and his family off the island, rescuing others along the way.

The Herd

The game begins with Aladar searching for his lemur friends. Each member of the herd possesses a unique talent that will help the entire group to finish each level. For that reason alone, it's important to keep all members of the group safe and healthy. If one lemur or dinosaur is too injured to continue, your game will be over.

Aladar



The adopted dinosaur's confidence and charisma make him the clan's pride and joy. Aladar can swim, push rocks and logs, and keep enemies away with brute force. These abilities will help him on his quest to find his missing family members.

Eema



Older and experienced, Eema has a right to be sassy. Her strength is an asset, but her slow feet may be a detriment. Use her muscles to crush rocks or break through barriers, where she may uncover hidden items or secret tunnels.

Plio



This leaping lemur is the mother of the group and a natural peacemaker. To use her helpful jumping ability, press the Control Pad in the direction you want to go then press the A Button. Get a running start for long leaps.

Zini



Zini can be a troublemaker. He considers himself a ladies' lemur, but that's far from reality. His ability to run is real, though, so use him to get past enemies by pressing the A Button. When his run meter is low, he will slow down.

Url



Url is Eema's slow-moving but incredibly loyal pet. He may be slow, but his long, swirling tail can wipe out an attacker with one quick and powerful spin. Url is your only hope of getting past swarms of enemies.

Suri



The baby of the family, Suri always looks up to her older brother Aladar. Despite her young age, Suri's climbing and swinging skills are vital to the group's success. Use her to traverse tall platforms and swing from vine to vine.

Collectibles

To advance through the game, you'll need to search for important items on each level. These items will increase your score and keep your team healthy.





Health Flowers

Red Health Flowers can be stored and used at any time to increase the health of one herd member.

Point Flowers

White Point Flowers can be found in bunches and are worth points that will increase your overall score.





Baby Dinosaurs

On most levels, you'll need to rescue dinosaurs before you'll be allowed to advance to the next stage.

The Gallery



At the opening screen, you have an option to view a gallery of character photos. You can print the pictures of the herd by connecting a Game Boy Printer to your Game Boy. You can also print your score when viewing the score screen.

Passing the Torch



Teamwork is the name of the game, and you'll need to switch between characters during each level to conquer the various obstacles. Press the B Button when you reach a Gathering Herd icon to switch characters. The red-and-white icons are strategically placed, signaling the need for a change.



Enemies

These predators may sound vicious, but they're pretty easy to dodge, especially if you run with Zini or fight back with Url and his strong, spinning tail.

Carnotaur

These bloodthirsty creatures hover in certain areas and will stalk the herd throughout the entire game.

Mosasaurus



A crocodilelike dinosaur, the Mosasaurus can be found in the water. Aladar should be careful when swimming.

Velociraptor



Sometimes found at high and low levels, this aggressive meat eater is always out to get the herd members.

Pteranodon



When you look in the sky, you may see this flying enemy overhead. It is always at higher elevations.



Journey

Navigating through this adventure will require a unique cast of characters, each of whom possesses a special skill. You will often switch between herd members, usually whenever you see a Gathering Herd icon. All characters serve a purpose, and once you become familiar with the family, the game will be a breeze.



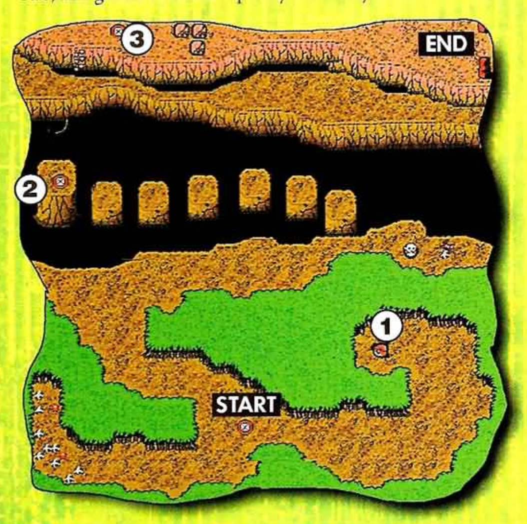


Level Gates

The sight of two red stone pillars should bring relief. The pillars represent the end of the level, and walking through will pass you onto the next adventure.

Level 1 Island

Aladar's home is about to be destroyed by an unexpected meteor shower, and he must find his lemur friends, Suri and Plio, and get off the island quickly and safely.



Jumping and Jiving

Cliffs - There are several large cliffs, that drops into treacherous waters, requiring Plio to perform long jumps.

Falling Meteors - Lemur Island will be destroyed by meteors, and your herd must escape before it's too late.



Look What I Found

At the start of the first level, head to the right until you find a lonely log. Choose Aladar and use him to push the log and uncover Suri.



Swingin' Suri

After using Plio to jump from cliff to cliff, switch to Suri and grab the swinging vine. Once safely across the water, switch again to Aladar.

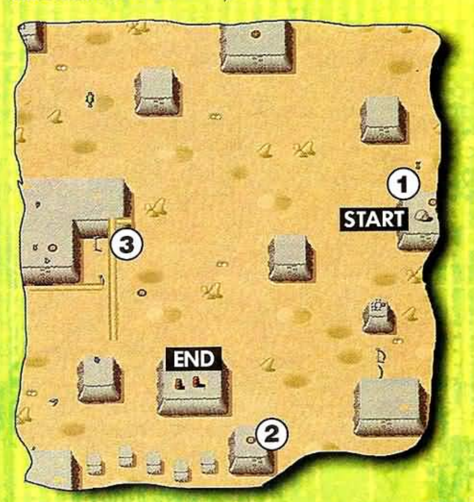


Hard Labor

Once you've made it safely across the water with Suri and switched back to Aladar, use him to push the rocks by holding right and the A Button.

Level 2 Beach

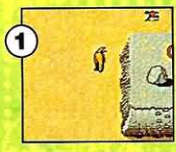
There's no time for fun in the sun on this beach. You'll need to use the herd to rescue several baby dinosaurs and find two more members of the family, Eema and Url.



Danger Lurks

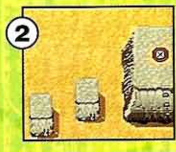
Twisters - These solitary tornadoes move at a fast pace and seem to follow you wherever you go.

Carnotaurs - The beach is full of these hungry predators. After uncovering Url, use him to stomp out the enemies.



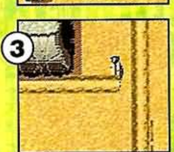
Running in Circles

Carnotaurs tend to move in circles, so once you've figured out their pattern, you can easily avoid them. Use Zini to run past swarms of enemies.



Stomp 'Em Out

After uncovering Url, put him to immediate use. His deadly tail can wipe out predators with one swift swipe. He will come in handy many times.

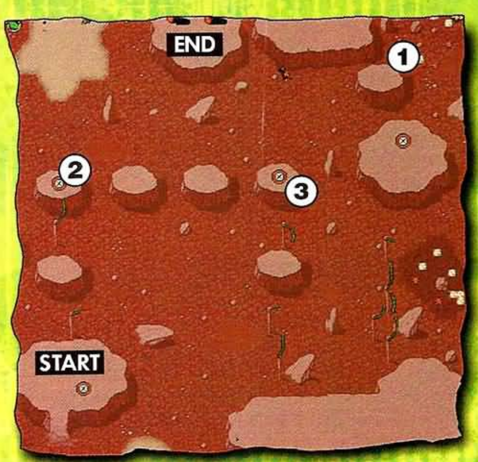


Prehistoric Groundhogs

Lurking beneath the sand are unidentifiable creatures, sneakily trying to harm you. When you see dark lines in the ground, don't go near them!

Level 3 Desert

Usually when you think of a desert, you imagine barren wasteland and miles of uninteresting sand. But this desert is more like a jungle, with vines and platforms.



Obstacle Course

Swinging Vines - Suri will get a serious workout as she helps the herd move by jumping from vine to vine.

Platforms - Plio will be just as busy, leaping across platforms to reach the end of each level.



Rescue Patrol

Head to the upper right and rescue the baby dinosaur before climbing any of the platforms. You cannot complete the level without saving the dino.



Hold on Tight

Conjuring up fond memories of Pitfall, Suri will swing from vine to vine. Time your leaps carefully, or you'll wind up surrounded by Carnotaurs.



Look Before You Leap

Plio has the most important responsibility: leaping across platforms without falling. Get a running start and press A for more difficult jumps.

Level 4 Heights

As the herd moves on, the challenges become greater and the need for teamwork grows. Use Aladar to move heavy objects and launch lemurs into the air.

Air Suri

Rocks & Boulders - Heavy objects will be blocking the road to success. Use Aladar to push and pull the obstacles.

Teeter Totters - Put a dinosaur on one end and a lemur on the other. The monkey is sure to go flying.





Playground Fun

Press the B Button to leave a lemur on one end of the teeter-totter. Then use Aladar to jump on the other end, sending the lemur soaring.

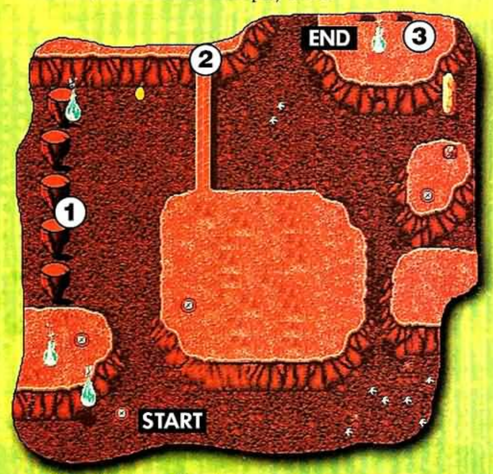


Happy Landing

After the lemur has safely landed several yards away, the path to the end of the level will be clear. Cross through the pillars to move ahead.

Level 5 Storm

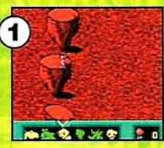
As if falling meteors aren't enough of a distraction, the herd will face collapsing pillars and broken bridges. Once again, to succeed, each member must play a role.



Rain, Rain, Go Away

Dropping Meteors - These obstacles are identical to the ones the herd faced back on Lemur Island.

Collapsing Pillars - Don't stay in one place for too long. Once a ledge collapses, you'll have no way to get back up.



Quick Jumps

Plio has her work cut out for her. Pillars will tumble as soon as she lands on them, forcing her to jump immediately. Keep those fingers moving.



Zini, Run!

The long, narrow bridge will begin to crumble as soon as a member of the herd walks on it. Zini is the only one fast enough to make it.

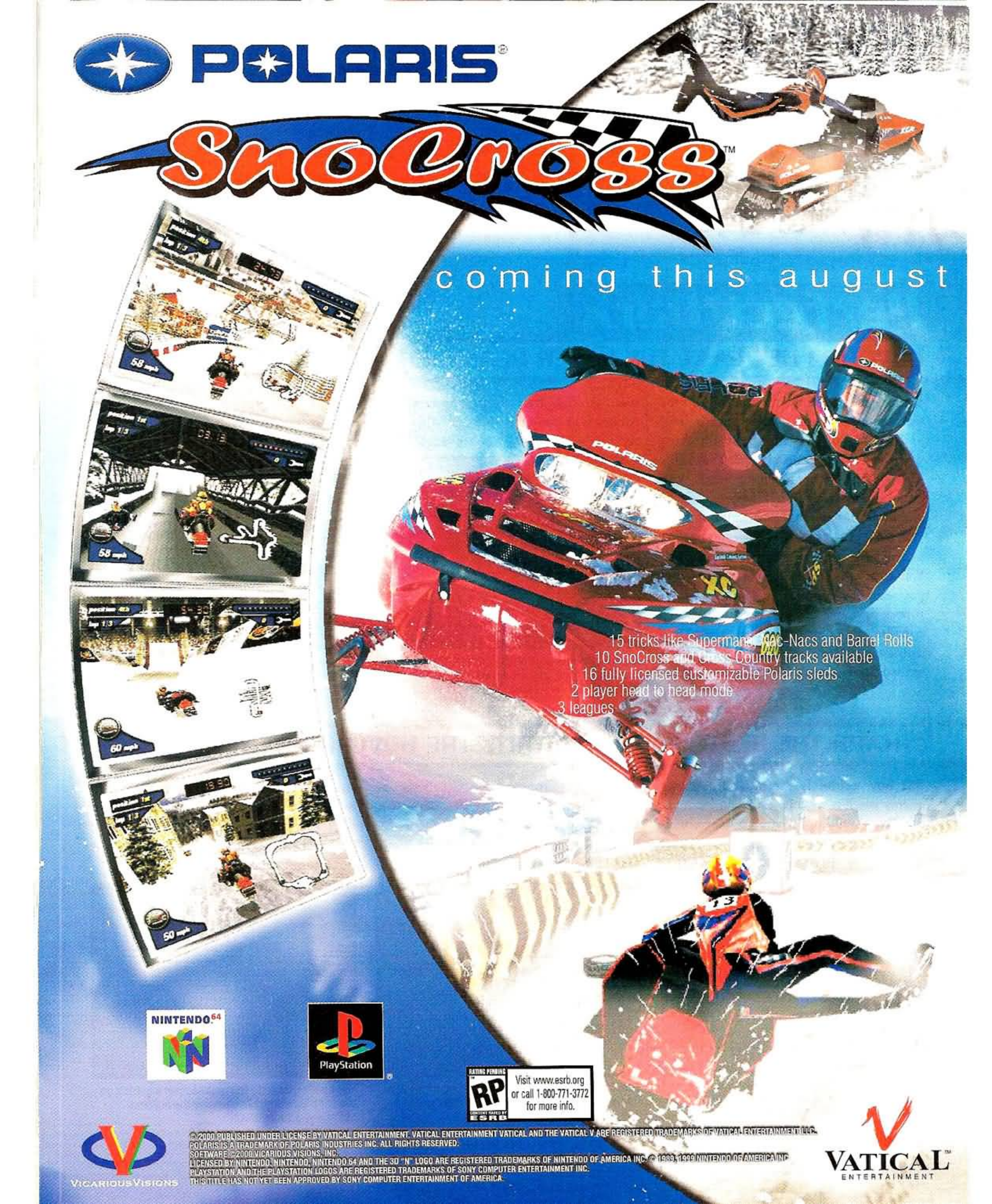


Heave-ho!

When you get to the large rock, use Eema to push it down the cliff. The rock will knock over a pillar, which you can climb to finish the level.

Nesting Grounds

The group has a long way to go before reaching the final destination. Vicious Velociraptors fly above treacherous lava-filled rivers, sharp stalactites and stalagmites protrude inside dark caves, and new enemies await at the nesting grounds. If all members can safely survive until the new eggs are hatched, the mission will be complete.


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Perfect Dark

HOW DO I GET PAST THE LASER BEAMS?

You may be deep into the mission on the dataDyne Research: Investigation level and feeling optimistic about finishing when you discover an obstacle that ruins your whole day: a corridor filled with lethal laser beams. When playing Special and Perfect Agent, it's important not to get ahead of yourself in the labs—you need to clear a path for yourself early in the level. You can't disable the lasers directly, but you can reprogram the maintenance robots to move through the troublesome corridor, temporarily disabling the beams as they pass through. The robots are controlled at two terminals in the downstairs maintenance area. Reprogramming the robots is a two-step process using both terminals. After the robots begin their cycle, they'll pass through the beams at regular intervals. Wait for a robot to move through the hall then follow it.



Cleaning robots are controlled from terminals in the maintenace area. When you get close, a mission specialist will talk to you in your earpiece.



You may have to wait a few seconds for a robot to show up in the area protected by lasers. Stay just behind it to avoid involuntary laser surgery.

WHAT'S THE BEST WAY TO DESTROY THE HOVERCOPTER?

The hovercopter is the most frustrating enemy you'll face while escaping from the dataDyne building. If you go near a window, its canon will ventilate you. Don't attempt to fight it when you first encounter it. You and Dr. Caroll will be vulnerable while on your way to activating the elevators, so move as fast as you can. When you reach the top interior floor, you'll find some dataDyne employees putting together a Rocket Launcher. Take it away from them. Shoot out a nearby window with another gun, set the launcher to Targeted Rocket function, then fire at the hovercopter when it appears.

Don't get rattled by the orders the hovercopter pilot keeps barking at you. Move quickly through areas where you're vulnerable.



Don't ask why these guys are putting together a Rocket Launcher right where you need it most. Just pick it up and use it.



You'll be exposed to the hovercopter's gunfire on the roof. Blasting it from inside the building affords you some cover.

Donkey Kong 64

WHAT DO I DO WITH THE DK DIRT PILES?

If you've spent time wandering around the DK Isles, you've probably noticed piles of dirt with "DK" written on them. The perplexing piles are useless to you until the Banana Fairy teaches Tiny—along with all the other Kongs—how to create a Shock Wave. The move is accomplished by holding down the B Button to build up a charge then releasing it to send out a Shock Wave. When you produce a Shock Wave on the DK Dirt Piles, they yield a coveted Rainbow Coin, worth five Banana Coins.



Any Kong can create a Shock Wave on a DK dirt pile, but each pile can be slammed only once. You must see the Banana Fairy to learn the move.



Each pile holds only one Rainbow Coin. The multi-colored currency puts five Banana Coins in the bank account of each Kong.

HOW DO I USE DIDDY'S ROCKETBARREL BOOST?

As we all know, you should carefully read the instructions Cranky gives you whenever he awards a Kong with a potion. That way you won't get into trouble when you need to, say, use Diddy's Rocketbarrel Boost. What's that? You accidentally skipped over the instructions, and now you can't get the darn things to work? The key to operating the gizmo is deciding when to fly and when to hover. Don't do both at the same time. Position yourself by hovering then blast forward.



Hold down the Z Button to make the Rocketbarrel Boost hover. Hovering will allow you to get your bearings before you move ahead.



To fly, release the Z Button then press the A Button. Rocket forward to where you want to go, then hit the Z Button again to stop.

HOW DO I REACH THE FLOATING BARREL IN THE AZTEC LOBBY?

Diddy needs to Chimpy-Charge the twin gongs that bear his likeness in the Angry Aztec lobby. A floating barrel will appear high above the lobby floor. You may think Diddy needs to get up to the barrel, but he doesn't have the vertical leaping ability to make the jump. The jump isn't impossible—you're just trying it with the wrong Kong. Change into Tiny then perform a Ponytail Twirl from the platform near the level entrance. She'll easily glide across the room to the airborne objective. Once inside the Bonus Barrel, she can play the Big Bug Bash! game for a chance to win a Golden Banana.



Bang a gong with Diddy Kong. After his Chimpy Charge move activates the gongs, his work will be done in the Angry Aztec lobby.



Diddy's efforts will produce a floating barrel. There is only one Kong who can make the leap, and she may still be in captivity.



Once Tiny is free—and Cranky has taught her the Ponytail Twirl move—she can use her long locks to fly out to the barrel.

The Legend of Zelda: Ocarina of Time

HOW DO I CAPTURE THE CUCCOS BEHIND TALL FENCES?

If you enter Kakariko Village during the day, you'll encounter a young woman fretting over her lost Cuccos. You'll be more than happy to help her out by returning them to the pen, but some of the birds are trapped in seemingly inaccessible areas. The three birds in question are behind tall fences that Link can't climb. Instead, you'll need to fly to the birds using Cucco power. Hold one of the Cuccos in your hands then leap from an elevated area. Its flapping will allow you to glide to the Cuccos.



One of the Cuccos is wandering around behind the Poison Shop. Link isn't tall enough to climb over the fence.



With Cucco in hand, jump from the platform near the windmill entrance to float down to the bird. You'll find two Cuccos to capture in the area.

HOW DO I ENTER THE DEATH MOUNTAIN GATE?

The Hyrulian soldier guarding the gate to Death Mountain is not going to take a little forest kid seriously unless he's got the proper paperwork. As with many things in life, getting in the door is all about who you know. If you've already visited Princess Zelda at Hyrule Castle, you'll have her handwritten note in your inventory. Assign it to one of the C Buttons then show it to the guard. Against his better judgment, he'll let you in. If you don't have the note, go to the castle.



Zelda knows her influence will help you in your quest, so she'll give you a handwritten note to show to skeptical Hyrulians.



The guard at the gate thinks it's all a big joke, but he'll let you in anyway. He also asks you to do a favor for him while you're at the Market.

HOW DO I GET THE GORON BRACELET?

That big boulder blocking Dodongo's Cavern is not going to go away by itself. You'll need to blow it up with a bomb—which means you'll need the Goron Bracelet so you can pick up bombs. Said bracelet is in the possession of Darunia, the cranky king in Goron City. You'll need to play a couple of tunes on the ocarina before he'll part with the jewelry. Zelda's Lullaby will get you in the door to his room, and you'll need to play Saria's Song to change the rock eater's attitude. He'll send you on a mission to battle King Dodongo, but first he'll equip you with the bracelet. It allows you to pluck bombs from the Bomb Flowers.



If you've seen Zelda at Hyrule Castle, you should know how to play Zelda's Lullaby. The royal tune will open the door to Darunia's room.



The king needs some music to get his mind off his problems. Saria's Song—which you learn in the Lost Woods—will do the trick.



As a token of gratitude, Darunia will give you the Goron Bracelet. It allows you to pick up and throw bombs.

Wario Land 2

WHERE IS THE SECRET EXIT IN DEFEAT THE GIANT SNAKE?

Block breaking is the key to finding the secret exit in Story Five of One Noisy Morning. Stomp through the floor to the left of the first big block you encounter then jump up a series of platforms. Charge through the wall on the right then jump the gaps to keep moving right. You'll eventually reach two stacked blocks. Charge and jump to smash the top block then Charge into the right wall. Squat then jump into the opening. If you Charge through the wall you'll reach some steps. Roll down them to break some blocks in front of the secret exit.



Time your jump carefully when Charging into the stacked blocks. You want to smash the top block so you can use the bottom one as a platform.

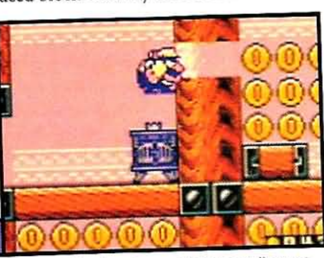


You need to roll down the steps just before the secret exit to smash your way through blocks in a cramped passageway.

WHERE IS THE SECRET EXIT IN DROP THE ANCHOR?

Story Four on the S.S. Teacup has a secret exit, and you'll need help from your enemies to reach it. From the start, Charge through everything to the right until you reach a door. Enter the door then stomp through some cracked blocks to fall into a hole. There is a Punch at the bottom of the pit, but you shouldn't destroy it. Smash the first pillar to the left then pick up the Punch and throw it through the remaining pillars. Enter the door beyond the pillars then stomp through the cracked floor inside. Climb back up, find the stove then push the stove into the hole. Jump back into the hole then push the stove all the way to the right. Stand on the stove then jump through a hole that leads to a skull-faced block. Destroy the block to exit.

You should stun the Punch then repeatedly throw it through the pillars blocking your way to a door. Don't destroy the Punch until the pillars are gone.



After pushing the stove against the wall, squat then jump through the narrow opening in the wall. It leads to the secret exit.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

SOUTH PARK RALLY

Q: How do I get more continues?

A: Each dollar coin you pick up on the track gives you an extra continue.

Q: How do I unlock more tracks?

A: An extra track is unlocked when you beat a track in Championship Mode.

Q: How do I unlock hidden characters?

A: Try racing with a variety of different characters in Championship Mode to unlock new characters.

LOGICAL (GBC)

Q: How can I tell which gears I've filled?

A: The game doesn't tell you. You need to keep track of them yourself.

Q: What are the marbles on top of the screen before I start a stage?

A: They show the number of remaining tries.

Q: How do I know what level I'm on?

A: Unless you run a printoff on the Game Boy Printer, the game won't tell you. Instead, keep track of your passwords.

DISNEY'S TARZAN

Q: Will the game give me any continues?

A: No. Collect 100 coins for an extra life.

Q: What does the percentage next to a stage I've finished mean?

A: It shows how much of the stage you've actually completed.



Pokémon the Movie 2000

There are a lot of reasons to celebrate the arrival of the good old summertime—vacations, baseball, picnics, barbecues, beaches, pools, Pokémon... Pokémon? We know, Pokémon are great in any season, but this summer *Pokémon the Movie 2000* hits theaters, and once it does, things in the Pokémon World will never be the same!

As the movie *The Power of One*-the main feature-begins, a mysterious collector, Lawrence III pilots his beautiful yet bizarre airship over the very end of the Orange Islands, searching for the three birds of legend—Moltres, Zapdos and Articuno. But it's not really the three winged creatures he's after...Ash and his friends Misty and Tracey have already squeezed a lot of adventure from the Orange Islands, but they're not out of juice yet. At the end of the Orange Island cluster lies the exotic Shamouti Island, and as Ash and company draw closer to the island the weather turns violent. They make it to Shamouti Island, and as they arrive they find they're just in time for a mysterious celebration. Always one to brag, Ash somehow manages to mention that he's a Pokémon Trainer within minutes of landing on the island, and when the people of Shamouti Island hear this, they insist that he is the Chosen One. Chosen for what? Greatness? Failure? A gift certificate to the nearest Pokémon Center? You'll have to catch the movie to find out. Get ready for an amazing revelation this July when *Pokémon the Movie 2000* flies into theaters!


This fantastic floating machine was built to capture some very special Pokémon.


Ash is sent on a quest to capture these glowing balls.

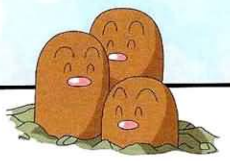

Is this shadowy creature what the collector is really after?




Lawrence III is obsessed with collecting Pokémon. Extremely obsessed...


Pikachu's Rescue Adventure is a separate short film playing with *The Power of One*. Bonus!

Pokéchat



You might be tempted to take your Game Boy with you to pass the time as you wait in line to see *Pokémon the Movie 2000*. That's okay, but maybe you should also do a little Pokéchatting with other Pokéfans when you're not playing!

Q: One episode of the Pokémon cartoon suggested that Ghost-type Pokémon have the advantage over Psychic-types, but when I fought Kadabra with my Haunter, I lost because its attacks were supereffective. Why?

A: *Because you can't believe everything you see on TV! The show usually gets it right, but if you pay close attention, you'll see plenty of matches that seem all wrong at first glance. One thing to remember is that we can't read the two cartoon Pokémon's stats to see if one has a much higher level than the other, something the characters on the show seem to be able to do. A level-100 Oddish will outlast a level-8 Charmander easily! In the actual game, pure Ghost-types and Psychic-types are evenly matched. But the problem is that all three Ghost-types in Red, Blue and Yellow are also Poison-types, and Psychic-types are supereffective against Poison-Types. Always take both of your Pokémon's types into account when you're battling with or against a dual-type Pokémon like Haunter, Zapdos or Starmie. It can mean the difference between an easy win and a crushing defeat.*

Q: I heard that there are hidden Pokémon in Pokémon Red, Blue and Yellow. How do I get Snubble, Marill and Togepi?

A: *Rent or buy a copy of* Pokémon: The First Movie. *Watch* Pikachu's Vacation. *Freeze-frame when Marill, Snubble and Togepi are on the screen. You caught 'em! As far as we know, there are no hidden Pokémon on Red, Blue and Yellow. Marill, Snubble and Togepi are in Pokémon Gold and Silver, and when those precious Paks hit our shores, you'll be able to catch those three new Pokémon...and plenty more!*

Q: Can you really win enough money on the slot machines to buy a Porygon in Celadon City? No matter how hard I try, I can't win enough money to buy one. Is this a trick?

A: *It's not a trick, but it will take you a while. Each of the slot machines is a bit different, and some pay off more often than others. Check them all out until you figure out which is the best. After that, it'll take patience, but don't worry—you'll get your Porygon.*

Q: I tried to save my items from my Game Boy Pokémon Game Pak onto Pokémon Stadium so I could start a new game without losing my items. When I started my new game I tried to put my items back and it didn't work. What did I do wrong?

A: *You tried to beat the system. You can save Pokémon to the Pokémon Stadium Game Pak and download them to any Game Boy Game Pak even if you start a new game, but items are a different story. Each Pokémon game you use has a different ID number, and when you start a new game, your Game Pak will be assigned a different ID number. You can move items only up to the Pokémon Stadium Game Pak and back to the Pokémon game they originally came from. Sorry!*

Q: I am playing Pokémon Trading Card Game on my Game Boy, and I am learning a lot—but I miss trading cards. Can I trade cards in the game?

A: *It wouldn't be Pokémon Trading Card Game if you couldn't trade! If you and a friend both have the Pokémon Trading Card Game and a Game Boy Color, you can send as many cards as you like to each other. On your respective Game Paks, walk up to the same Club's Gift Center. Talk to the woman behind the counter—she will ask you to select the cards you want to send. Press B when you're done selecting, then choose Send from the menu. Line up your Game Boys' infrared ports and push A to send the cards to your friend. You can send deck configurations from the Gift Center, too.*



Vileplume
Roman Mihaylov
Aurora, CO

Dratini - Dragonair
Stages of Evolution
Jiayu Liu
Stony Brook, NY

Brock! Misty!
Hermán Rivera
Corozal, PR

Victreebel Rising
Ryan Shepard
Sheffield Lake, OH

Ask the Professor



Welcome Back! I'm excited to have Pokémon Trading Card Game questions to answer, but don't worry—I always have time for Pokémon, Pokémon Snap, Pokémon Stadium, Pokémon Pinball and Pokémon-related Super Smash Bros. questions. I'm here for you, and I'm a professional. Don't let all my research go to waste!

A trainer used a Dragonair in the Pika Cup! How did he catch one with a low level?

You'll learn even more about Pokémon when you enter the Stadium, and this is a great example. You can't raise a Dratini to a Dragonair that can be used in the Pika Cup, but if you're playing Pokémon Yellow, you can find a Dragonair at level 15 when fishing in the Safari Zone, and it is more than welcome in the Pika Cup. Along those same lines, you may receive an under-level-20 Hitmonchan, Hitmonlee, Omanyte or Kabuto as a gift for finishing the Gym Leader Castle, and they, too can enter the Pika Cup. There are a handful of other Pokémon that you can acquire in Red, Blue and Yellow that can, under special circumstances, be used in the Pika Cup. Some involve tricky trades—watch this space for more information about them!



Fisher's Nairish is one tough customer, and it may actually take two of your Pokémon to defeat this Pika Cup challenger.



If you own Pokémon Yellow, you can bring your own Dragonair into the competition, which may level the playing field.

How do I get Mew in Pokémon Pinball?

This is actually pretty difficult. Just like in Pokémon Red, Blue and Yellow, Mew is special and can't be caught the way you catch other Pokémon. Here's the secret: Clear the Mewtwo Bonus Stage at least three times in one game, then go to either table on the Indigo Plateau. Activate the three Catch 'Em Arrows that appear on the right side of the board to activate Catch 'Em Mode. Mew just might be the Pokémon that appears in Catch 'Em Mode—there's a one-in-sixteen chance the purrfect pink Pokémon will pop up. You don't have to hit Mew to catch it, you just can't lose your ball during Catch 'Em Mode. If you can keep your ball in play, Mew will be entered into your Pokédex!



First, beat the Bonus Mewtwo Stage more than twice in one game.



At long last, it's Mew on your Pokémon Pinball Pokédex!

What's the Challenge Hall for?

It may seem like the Challenge Hall is there for no reason, but everything has its season in the Pokémon universe, and this is no exception. Keep checking back at the Hall—eventually, a competition that you can join will be under way. If you win, you'll get a special promotional card! Keep going back even after you win once. There are several random Challenge Cup matchups with fabulous prizes!

What is Card Pop? I don't get it!

Card Pop! is a unique way to receive new cards in Pokémon Trading Card game. Find a friend who has Pokémon TCG and a Game Boy Color. Select Card Pop! from the first menu that comes up when you turn on your Game Boy. Line up your Game Boy Colors' infrared ports and press A. You will each receive a randomly selected card out of thin air, and it's not a trade. Incidentally, the only way to catch any of the extremely rare Illusion Cards is through Card Pop!



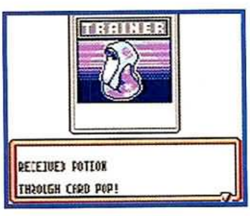
Oh, no! There's nothing happening here. You'd better come back later...



Finally! A Challenge Cup is under way, and you can enter.



Pick Card Pop! from the first menu before you start a game.



Ta-da! Both players have a brand-spankin'-new card to love.

Colosseum

Aspiring Colosseum trainers take note—we're especially interested in powerful, unique teams that don't feature Mewtwo or Mew. Send 'em in!

Casey Sheehe of Elko, Georgia, must be the strong, silent type, because the letter we received had no taunts, no boasts and no challenges. It simply said "Don't make fun of my last name, it's Irish." Oh, Casey—we would never make fun of someone's last name. Your first name, however, is up for grabs. Oh, just funning around with you! We don't make fun of names, just lame Pokémon teams. So you're safe!

Dewgong

Dewgong might have a funny name, but few Pokemon laugh when it unleashes an Aurora Beam! The Ice Beam attack may seem like overkill considering that Aurora Beam is also an Ice-type attack, but Skull Bash is a good all-purpose attack. The kicker is the Rest move, which allows Dewgong to recover its HP and keep battling long after other Pokemon would call it a night.

- Aurora Beam
- Rest
- Skull Bash
- Ice Beam

Charizard

Casey seems to like to double-up on attacks that match the Pokémon's type, and this Charizard fits that profile. It has both Fire Blast and Flamethrower, both of which may burn an opponent. It may seem strange to equip a winged creature with Dig, but Ground-type attacks are a natural fit with Fire-types, especially if they're facing a tough Electric-type. Seismic Toss is another good utility move that can come in handy often.

- Dig
- Fire Blast
- Seismic Toss
- Flamethrower

Hypno

Psychic-types are almost always better off with a lot of Psychic moves, and this Hypno is a great example. It wouldn't be a Hypno without Hypnosis, and Dream Eater is a logical addition and a great way to take advantage of a sleeping foe. Psychic is easily the most powerful attack any Psychic-type can wield, and Metronome can do a ton of damage under many circumstances, even if it is a bit of a gamble.

- Hypnosis
- Dream Eater
- Psychic
- Metronome

Muk




Casey didn't muck about when putting this Muk together! Casey usually goes the traditional route when planning a Pokémon, but this Muk has a huge range of moves that you don't often see in a Poison-type. Sludge and even Body Slam aren't all that unusual for a poisonous Pokémon, but Fire Blast will surprise an opponent, as will Thunderbolt. The potential combinations here are fantastic!

- Sludge
- Thunderbolt
- Fire Blast
- Body Slam

Marowak

Marowak features the well-grounded Bone Club and Bonemerang. Again, these very similar attacks may seem like too much of a good thing, but this team seems built for long journeys within the Pokémon Game Pak and battles based on type, not raw power. In that case, backup moves are a great idea! Speaking of backup, Seismic Toss and Fire Blast allow Marowak to backup Charizard if it has to.

- Bone Club
- Fire Blast
- Seismic Toss
- Bonemerang

Scyther

Scyther's Bug-and-Flying-type leaves it open to both Fire and Electric attacks, which may be why Casey gave it Substitute and the utility move, Skull Bash. Slash is just what this flying menace needs to get a fast attack in, and while we're on the subject of fast, the Swift attack can't be beat when it comes to speed. It can even hit enemies that are underground in the middle of a Dig attack on Pokémon Stadium.

- Swift
- Skull Bash
- Substitute
- Slash

Gallery

Mewtwo VS. Mew
Jessica Valenzuela
Gardendale, TX

#27 Sandshrew
Jesus Lopez
Los Angeles, CA

Gastly Haunter Gengar
Jacob Brown
Grants Pass, OK



It's a Diglett!
Chris Ciasullo
Ogdensburg, NJ

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

This is the place for sizzling news, and the all-new Pokémon Trading Card Game Tour is hot, hot, hot! This Wizards of the Coast-sponsored event is bigger and better than ever, and it's coming soon–with any luck to a mall near you.

Super Trainer Showdown!

The Pokémon Trading Card Game tour runs through July 2, and it combines all the great stuff from the last tour with an exciting new Three-Stage Training Arena where you can learn how to play the Pokémon Trading Card Game or just brush up on your training skills. Participants will get an Official Certified Trainer Certificate and special stamps. The five-and-under set can enter the Pokémon Fun Zone to learn more about Pokémon and Pokémon Trading Card Game, and experienced players just might have a chance to enter the Super Trainer Showdown Qualifier Tournament Series. Each weekend the winners of the tournament (one from each age group) win a trip to Los Angeles for the Super Trainer Showdown, so get there early and sign up...you could be the big winner!

Learn to Play!!



Play to Win!



It's the Real Deal!

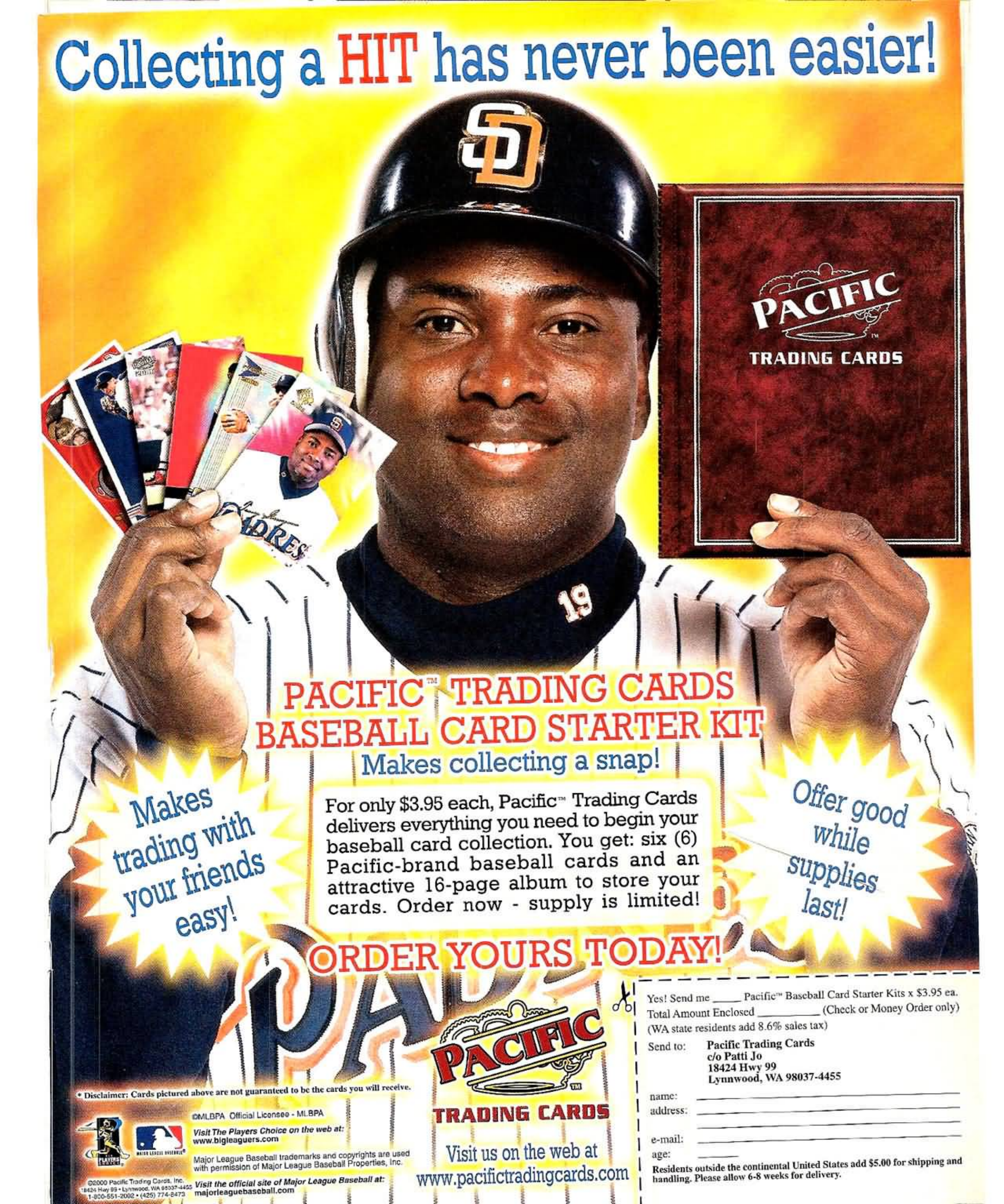


POKéMON ENTHUSIASTS!

Check this schedule for an event near you! See you on the road!

JUNE 3-4	EASTRIDGE MALL, SAN JOSE, CA
JUNE 10-11	METROCENTER MALL, PHOENIX, AZ
JUNE 17-18	VALLEY VIEW CENTER, DALLAS, TX
JUNE 24-25	CROSSROADS MALL, OKLAHOMA CITY, OK
JULY 1-2	MALL OF AMERICA, MINNEAPOLIS, MN

For more Pokémon news, be sure to check out www.pokemon.com!


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ELECTRONIC ENTERTAINMENT EXPO

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

Report Two: **Many game publishers wait until the doors open at E3 to announce some of their biggest upcoming titles, and this year is no different. We're going to start our second round of E3 coverage with all the news that was supposed to be embargoed until May 11th. Then, we'll take the first in-depth look at Pokémon Gold and Silver and cover some of the other surprises worthy of headlines in L.A.**

Rare Dinosaurs

Leave it to Rare to try to upstage every major title at E3 (including their own magnificent *Perfect Dark* and *Banjo-Tooie* titles) with a stunning new game that raises the quality bar higher than ever before. The surprise comes in the form of *Dinosaur Planet*—an N64 tour de force that takes two heroes, Krystal and Sabre, from their home world to the distant Dinosaur Planet in parallel but separate journeys. Along the way, players will experience rich, cinematic worlds, 50 or more characters, extensive facial animations, hours of speech, and intuitive, situation-based controls that are as easy to use during frantic battles as they are while exploring peacefully. One innovation in the game is the use of sidekick characters. Kyte, a Cloudrunner Princess, and Tricky, an Earthwalker Prince, are the two dinosaur companions who join your quest to save the universe from a growing evil. Players can control their sidekicks, making them dig holes, uncover secrets, retrieve objects, distract enemies and play games. Dinosaur Planet is impressive on every level. Its real-time environment features day and night sequences and varying weather conditions. You'll meet friends, enemies and giant boss characters. All of this, plus an evocative soundtrack, has been packed into a 512-Megabit Game Pak. It's such an advanced game that you'll need the Expansion Pak to run it on the N64. So, the only remaining question is, When can you play Dinosaur Planet for yourself? Rare hopes to finish it by the end of the year.



Dinosaur Planet

E3 Revelations

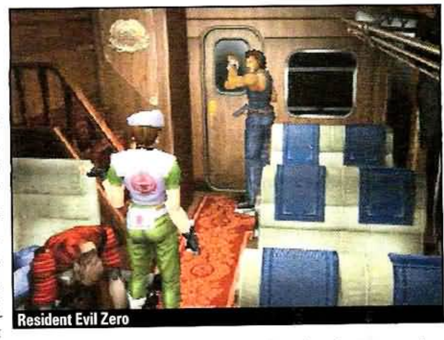
Dinosaur Planet wasn't the only game kept under wraps until the opening of E3. Lots of other publishers held back word on their biggest titles. Now, for the first time in print, we can reveal the full scope of this year's bonanza of N64 and Game Boy Color games.

An N64 Snack

Canine sleuth *Scooby-Doo* and the gang are headed to the N64 this year in an adventure game from THQ that recreates three classic episodes of Scooby-Doo, Where Are You and introduces a never-before-seen adventure. Scooby, Shaggy, Fred, Daphne and Velma will explore more than a dozen areas in each spooky episode, hunting for clues that will bring villains such as the Witch Doctor, The Black Knight and The Snow Ghost to justice. Fans of the TV show will recognize the voices and music from the original cartoon. Scooby-Doo will be with you this fall, and there's going to be a Game Boy Color Scooby-Doo, too. THQ also plans to announce its next wrestling title, *WWF Armageddon* for N64.


Scooby-Doo


Scooby-Doo

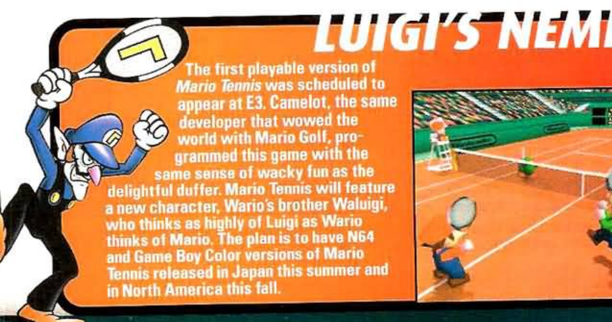

Resident Evil Zero

Capcom Goes Zero to 64

The rumor mill has been talking about *Resident Evil Zero* for some time, but no one had the word on *Mega Man 64* until Nintendo Power reported it last month. At E3, Capcom will have showcased both of these N64 games. The N64-exclusive Resident Evil Zero takes place prior to the first RE game, putting players into the dual roles of Rebecca Chambers, a member of the elite S.T.A.R.S. team, and Billy Coen, an ex-navy officer. With stunning (and extremely mature) graphics and horror-filled action, the 512-Megabit Game Pak reveals hidden secrets behind the tragedy of Raccoon City. A special enhancement to the Real-Time Zap System of RE Zero allows players to switch between the two characters at any time. The haunting should begin this fall. Capcom's second N64 offering—Mega Man 64—is a 3-D version of Mega Man Legends with enhancements such as analog control, smoother graphics, Rumble Pak compatibility, redesigned enemy placement and a redesigned play field for tighter game play. It will feature a unique blend of action, adventure and role-playing and reintroduce one of the most venerable video game heroes of all time. Also due to be released this fall, Mega Man 64 is not a game you'll want to miss.


Resident Evil Zero


Mega Man 64



LUIGI'S NEMESIS

The first playable version of *Mario Tennis* was scheduled to appear at E3. Camelot, the same developer that wowed the world with Mario Golf, programmed this game with the same sense of wacky fun as the delightful duffer. Mario Tennis will feature a new character, Wario's brother Waluigi, who thinks as highly of Luigi as Wario thinks of Mario. The plan is to have N64 and Game Boy Color versions of Mario Tennis released in Japan this summer and in North America this fall.

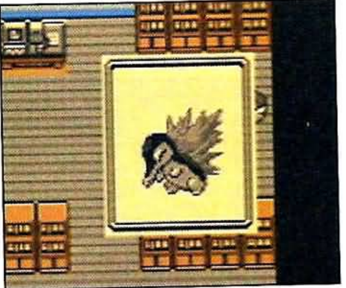

Mega Man 64

All That Is Gold....and Silver

For millions and millions of *Pokémon* trainers and collectors, the biggest event of the year 2000 will be the arrival of the two new versions of their favorite game this fall. E3 will be the kickoff for the first wave of PokéInfo in North America, and this article is the first printed account of many of the new features.

Pokémon's Progress

The Second Coming of Pokémon features new Gym Leaders to challenge as you explore an expanded universe full of familiar and previously unknown Pokémon.



The Gold and Silver versions of Pokémon expand everything from the first three games. Beginning trainers will even choose from three new Pokémon.

Those new Pokémon are bound to stir up more excitement among Pokémon fans than any other feature of Gold and Silver. Trainers will discover all sorts of new Pokémon forms, Pokémon with male and female genders and even two entirely new types of Pokémon—Dark and Steel. The inclusion of genders makes it possible for trainers to breed infants from parents of many kinds of Pokémon. If the trainer takes the appropriate steps, an egg will hatch and an early form of the Pokémon will be born. And familiar Pokémon in Gold and Silver may be able to evolve beyond the final evolutions found in the Red, Blue and Yellow versions. Even Pokémon behavior becomes more complex in the new game. For instance, some Pokémon may appear only at certain times of the day.

Time for Pokémon

One of the goals of the Gold and Silver development team was to make the world of Pokémon more realistic than ever before. Some of the game elements we've mentioned already help blur the line between our world and the world of Pokémon, but one of the most effective means of creating a real world in G & S is by using real time. These games use internal, 24-hour clocks to keep track of the time. In Gold and Silver, the time of day and even the day of the week may play a role, determining what you may or may not do. It all begins when a trainer sets out on his or her adventure. Early on, a character in the game asks you to enter the time and day of the week, and from that point on, the game will keep time. How does this affect play? Well, suppose you're trying to catch a Pokémon that appears only at night. You'll have to wait until it's actually a nighttime hour before you'll be able to find that Pokémon. Here's another example: You might need to take a boat or train to reach a new area, but it leaves only a particular day of the week. If you miss that day,



Pokémon from the earlier games appear in the Gold and Silver versions, and they may have new attacks.

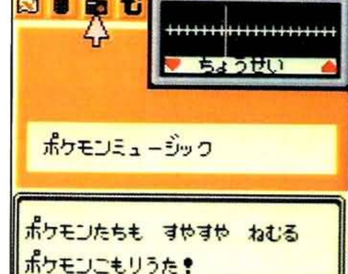


Johto, the new region that you'll explore, is filled with new characters and adventures.

you'll have to wait up to a week in real time. Time waits for no Pokémon.

Building on Success

We've touched on just a few of the cool features of Gold and Silver, but there's so much more in these games that it could take volumes to describe all of them. Even so, we can't help mention a few more. The PokéGear that you get from your mom includes four very cool devices: a clock, a phone, a radio and a map. You'll receive calls on the cell phone from your mom and other characters, such as Professor Elm. You can even use call blocking if someone (other than your mom) is making annoying calls. The radio tunes in different stations where you can get information or just play music. Some songs may actually attract or repel Pokémon in the wild. You'll also have a new backpack with pockets for storing different types of items, which makes it easier to locate just the right thing. There are also new types of Poké Balls. Perhaps the most important piece of information is that trainers can transfer



their prized Pokémon from the first generation of games to Gold and Silver. Red, Blue and Yellow were brilliant introductions to the Pokémon universe, but the newer, bigger worlds of the Gold and Silver versions will astound and delight players in ways that they won't expect. Red, Blue and Yellow were brilliant introductions to the Pokémon universe, but the newer, bigger worlds of the Gold and Silver versions will astound and delight players in ways that they won't expect. The clock is ticking toward Octber 16th.

NAME THAT POKéMON

By the end of E3, the names of ten Pokémon from the Gold and Silver editions will have been revealed. Several of those Pokémon, such as Togepi and Marill, had been revealed earlier. As we draw closer to the release date of the Gold and Silver versions this October, Nintendo Power will announce the official names and numbers of the remaining Pokémon. You'll notice that the Pokémon numbers have been reassigned for Gold and Silver. Shown in parentheses are the numbers of the Pokémon based on the original games.

Lugia	#247	(249)
Slowking	#82	(199)
Elekid	#154	(239)
Ledyba	#30	(165)
Hoothoot	#15	(163)
Marill	#130	(183)
Togepi	#46	(175)
Bellossom	#86	(182)
Donphan	#196	(232)
Snubbull	#123	(209)



In battles, you'll see a level meter beneath the HP meter showing how close you are to the next step up.



You'll be able to travel around Johto on foot, by train, by ship or even by air if you have the right flying-type Pokémon.



At the beginning of the Silver Version is a showcase of the game's color. It features Lugia gracefully flying over the ocean.

E3 Extras

You never know what you're going to find at E3, but we expect that some of the best games may not be the biggest names. The following titles are some of our dark horse picks. The first E3 surprise comes from NewKidCo, a company that has concentrated on edutainment titles. It seems that school's out for E3, because *Tom & Jerry* for the N64 is a comic brawler full of interactive objects that the cat, mouse and other T and J characters use to beat the stuffing out of each other. Players can grab and throw everything from flower vases to bottles of milk that appear in the 3-D arenas. With a great musical score that sounds as if it was lifted directly from the cartoons, Tom and Jerry is one game you're sure to hear more about.

Full Plastic Jacket

The 3DO Company is back on the warpath. After having introduced Air Attack at E3, the Green army men company will also have lifted the curtain on the second Sarge's Hero game for the N64. *Army Men: Sarge's Heroes* 2 takes place in a toy store, among 17 other locales. This time around, players will make use of Sarge's entire squad as they seek to crush the Tan army threat. With improved graphics, tighter play control and more variety in the missions and multiplayer modes, Army Men 2 looks like another major hit for 3DO.

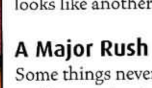
Cruis'n Exotica



Rush 2049



Rush 2049



Tom & Jerry

A Major Rush

Some things never change, like everyone's constitutional right to race through cities at unbelievable speeds, fly over obstacles in winged cars, explore every alley and ramp to find improbable shortcuts and do all this in multiple settings with as many as four drivers competing at one time. The concept may be old, but the potential is pure gold and *Rush 2049* will prove its worth when it's launched by Midway this September for the N64. The high-res graphics made possible by the Expansion Pak won't hurt the sales effort, but the real rush will come from speed and variety, and this futuristic racer has it all. If that's not enough, Midway also plans a fall release of the stylish *Cruis'n Exotica*, featuring fantasy locations and cars.



Tom & Jerry

THE WEBMASTER

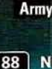
Before the Internet appeared on the scene, the master of the web was a superhero named *Spider-Man*. Now, the sticky-handed crime fighter is headed to the N64 thanks to Activision. The same development team that rocked our world with Tony Hawk's Pro Skater is back at it again, giving players the ability to use moves such as web slinging, wall crawling and Spider Sense. Spider-Man is a 3-D action game that couples fighting action with puzzle-solving strategy in famous New York City locations such as Time Square.



Army Men: Sarge's Heroes 2



Army Men: Sarge's Heroes 2





The World in Your Hands

Although Game Boy Color doesn't get many of the spotlights at E3, the little console with the huge user base is going to outshine many of the next-gen offerings. Pokémon is just the beginning for Game Boy Color. At Nintendo and publishers around the world, GBC development is hotter than ever. More Game Boy titles will have been shown at this E3 than ever before, including a mix of new games and ports from earlier systems such as the NES. We've already talked about hot Nintendo titles such as *Perfect Dark*, *Warlocked* and *Crystalis*, so now it's time to introduce some Game Boy Color stars from other publishers.

License to Thrill

So many licenses and so little time to develop them all. Publishers such as Ubi Soft, THQ, Infogrames and Activision have so many Game Boy Color titles on their lists that it boggles the mind. In addition to the Disney Interactive titles from Ubi Soft mentioned last month, the Big U plans on releasing *Walt Disney's The Jungle Book*, *Inspector Gadget*, *Disney's Aladdin*, *Disney's Donald Duck*, *Animorphs*, *Toonsylvania* and *VIP*. When the show opens, THQ will announce Game Boy Color titles *The Simpsons*, *Aliens*, *Buffy the Vampire Slayer*, *Rugrats in Paris*, *WWF*, *MTV Sports: Skateboarding*, *Croc 2*, *MTV Sports: Snowboarding 2*, *NASCAR 2000*, *NBA Live 2000* and *Power Rangers Lightspeed Rescue*. Take a deep breath, then look at the upcoming releases from Infogrames: *Looney Tunes Collector: Attack!* this fall, *Wacky Races* this summer, then *Test Drive: Cycle*, *Test Drive: Le Mans*, *Xtreme Sports* and a handheld version of the PC hit, *Alone in the Dark*. Activision's lineup includes two *X-Men* games, Mat Hoffman's *BMX*, Disney/Pixar's *Buzz Lightyear's Space Command*, and *Spider-Man*. Kemco is offering up *Tweetie's High Flyin' Adventure*, *Daikatana Adventure* and *Territory*, which is an explosive puzzle game based on *Charlie Blast* for the N64. Midway is slating the following Game Boy Color titles for 2000: *Gauntlet Legends*, *Blitz 2001*, *San Francisco Rush* and *Ready 2 Rumble 2*. And to wrap things up, 3DO has *Army Men 2*, a collection of games called *Gobs of Games*, and new RPG called *Crusaders of Might & Magic*, which will follow in the footsteps of *Heroes of Might & Magic*. We also expect that 3DO will have announced a softball game endorsed by slugger *Sammy Sosa*. Natsume will have made headlines, as well, by showing *Return of the Ninja*, which has its roots in the classic *Ninja Gaiden* series from Tecmo. Natsume was the developer of the series.


Heroes of Might & Magic


Disney's Donald Duck


Spider-Man


X-Men

ENIX IS BACK



We've missed this diehard, epic-centered publisher over the past several years, but the new Enix has a wonderful—and welcome—present for all RPG fans. Dragon Warrior I & II are coming to Game Boy Color this fall as a single Game Pak containing two games. Not only can you relive the games that introduced North Americans to Japanese-style RPGs, but you'll get new cinema scenes, too. Some of the names have been changed to save on memory space, but the rest of these sprawling tales remain intact. The Dragonlord awakes!





The Jungle Book

Animorphs

Toonsylvania


Return of the Ninja

Three's a Charm

We ran out of space, but consider this. Just one Game Boy Color publisher is planning on releasing 40 games in the next year. If you think that's a full slate, wait until you see what we have for you next month when your Nintendo Power reporters return from E3 with all the breaking news and the final word from the big event itself in Los Angeles.

GOLD AND GLORY
THE ROAD TO EL DORADO™

Based on the animated feature film of the same name, Gold and Glory: The Road to El Dorado for Game Boy Color chronicles the adventures of Tulio and Miguel as they seek fortune and fame in the New World. DreamWorks and UbiSoft Entertainment have combined forces to produce an action Pak for novice explorers, and it shows a lot of polish.

EVERYONE
E
CONTENT RATED BY ESRB

STREETS OF GOLD

Tulio and Miguel are a pair of Spanish ne'er-do-wells who, until now, have made a marginal living staging duels. Now they're ready to take on a real, if foolhardy, challenge. Hearing tales of the legendary El Dorado, they've decided to strike out for the New World and find the city where, it is said, the very streets are paved in gold. Gold and Glory: The Road to El Dorado features classic side-scrolling action for one, and players can choose between Tulio and Miguel at the beginning of most stages. Both characters have the same abilities, but fans of the movie will likely appreciate the choice. Young gamers—whether they've seen the movie or not—will appreciate the game's well-designed levels, great graphics and fun game play.

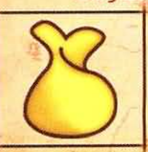




Items

As you hop, skip and jump along the road to riches, you must collect three types of items to keep your quest on track. Everywhere you go, you'll find bags of goodys, treasure coins and flasks filled with a health-restoring potion.

Bag of Goodys



You have a choice between using your sword and throwing goody bags to defeat enemies. Press Select to switch weapons, and press B to attack.

Treasure Coins



Each coin adds five points to your score, and you earn one extra life for every 1,000 points. Passwords save your number of lives but not your item count.

Flask of Life



Each flask refills one circle on your life meter. There are a total of five circles on your meter, but you begin the game with only three of them filled.

PAVING THE WAY

Even great explorers need maps and directions, and we're here with a complete travelogue of the journey from your home in Spain to the gilded pyramids of the legendary golden city. We've numbered and named each stage for you, and as you progress through the game, you'll receive a password after each boss stage and after Stages 8, 12 and 19.

1. The Spanish Village

Your first priority is to gather the pieces of the map to El Dorado. You'll find one piece in each of the first six regular stages. In this first stage, you'll have to battle past pirates, wild bulls and venomous snakes to claim your prize.

Head in the Clouds



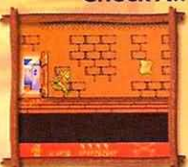
With or without silver linings, some of the clouds can actually support your weight. Jump from the rooftops to reach bags, coins and flasks.

Bouncing Bull



The bulls look fearsome, but you can send them packing with one hit. If you're careful, you can also jump over them and bounce off their backs harmlessly.

Check All Doors



To enter a door, stand in front of it and press Up. You can't enter every door, but most lead to items. The map piece is at the end of the stage.

2. The Spanish Market

If you take advantage of the many canopies, balconies, windowsills and rooftops, you can actually cross most of this stage high above ground. There are items on the ground level, of course, but the pickings are much richer up above.

Vicious Vendors



Some of the vendors in the marketplace hold a grudge against you. You can either fight them or bounce off their heads to reach higher ground.

Spring into Action



Jump off the canopies to reach windowsills and balconies. The balconies hold items that you can't reach from the ground floor.

Beware up There



The rooftops are havens of scum and villainy. Besides pirates and soldiers, you'll also find snakes that will leap out of goody bags when you approach.

3. A Bull Roaming Free

As Tulio, you must outrun a mad bull. This stage scrolls automatically, and no matter how fast you run, you'll never be more than a few steps ahead of el toro. When the stage begins, run to the left. One misstep will end the race.

Hay Bales



You must leap over the hay bales, while the bull can just barrel on through them. The flying debris won't hurt you, but they are a distraction.

Sandbags



You can run under some of the sandbags, but others are too low to the ground. Press Down on the Control Pad to do a little tuck-and-roll maneuver.

Don't Fence Me In

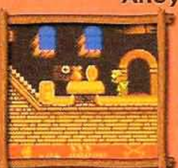


Fences are also strewn along the path. Short hops are often better than long leaps. A big jump may slam you into the next obstacle and slow you down.

4. The Crossing

Spiders make their debut in this seafaring stage. If they see you, they'll leap to the attack, legs flailing. Pirates, snakes and rats round out the roster of villains.

Ahoy!



You begin in the ship's hold. Make your way to the deck, around the masts and back into the hold. Check all hatches for valuable items.

Crow's Nest



There's also a wealth of booty up in the rigging. You'll have to jump between the masts and do some heavy climbing to reach some of the items.

Sailor

This surly swab is bent on cutting your trip short. He'll throw knives and roll barrels at you, but you'll be relatively safe if you stay over on the left side.



Save your goody bags for battling bosses like this. Dodge the knives or jump over the barrels, and then jump up and throw bags at his head.

5. The Big Waterfall

The New World holds new dangers, like boars, parrots and rock-throwing monkeys. The doors aren't really doors, but gaps in the foliage. Some are light and some are dark, and they can be tough to pick out from the rest of the background.

Bag the Birds



Jump up and throw the bag to knock out the birds when they're still at a distance.

Leaf Crossing



The upper route is faster but less lucrative. Use vines and leaves (look above the highest treasure room) to explore.

START

END

6. Subterranean Areas

Blue apes and golden scorpions are just two of the hazards you'll face in the jungle before heading underground to find another piece of the map. Be careful when jumping into areas you can't see—the ground is peppered with sharp stakes.

Hand over Hand



The ropes and vines are convenient modes of travel, but they don't put you out of reach of some enemies and you can't fight back while climbing.

Stay on Target



When jumping from leaf to leaf, you must come straight down on top of your target to avoid sliding off. The leaves are a bit more slippery than you'd expect.

Into the Dark



Another piece of the map is hidden underground. Drop down the first crevice and hold Left to find a ledge with a health flask and other items.

7. The Swamps

In the swamps, beware of enemies lurking in the tall grass, ready to pounce. As always, you should look before you leap to avoid landing on or near a foe.

Diving for Dollars



You won't need scuba equipment to retrieve the treasures in the underwater passages, but you will need to watch out for patrolling piranhas.

Later, Gator



The alligators are too low to the ground to hit with bags. You'll have to whip out your sword and take care of them up close and personal.

8. The Cavalcade

With the map complete, you can set out for El Dorado in earnest. Your trusty steed will speed you on your way.

Run Like the Wind



Your horse is enthusiastic but none too smart, barreling headlong into danger. Press Down to duck below swooping parrots, and press A to avoid sharp cacti.

9. The Big Slide

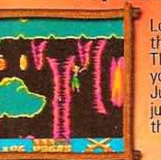
Reconstructing the map was only the first step in your quest. The next step is blazing a trail through treacherous territory, starting in this cave. Before you look for your partner, search a waterfall to find a secret room and four health flasks.

Hit the Slopes



It's tempting to just slide down the long slopes, but you may run in to enemies or razor-sharp stalagmites. Press A to stop a slide and leap to your feet.

Top Dollar



Look for high ledges that may hold items. The slide won't help you reach this one. Jump from the rocks just to the left of the slide.

Hidden Dangers



What you don't know (or see) can hurt you. Large rocks may conceal some enemies, and the steep slopes may make it difficult to attack or avoid others.

10. The Eagle's Beak

The eagle token you're looking for is actually very near the starting point, but take the time to stock up on items. The main path leads down to the right, loops around the cave and brings you back to the intersection leading to the token.

Hot Feet



Besides clambering over pools of molten rock, you'll also have to dodge lava fountains that spew unexpectedly in your path. Hot, hot, hot!

Going Batty

Bats will make dive-bombing runs as you climb up the ropes. Leap over them or drop down to a lower rope to avoid them. Where's Batman when you need him?

Side Trip



To reach the eagle token quickly from the starting point, go down the slope and turn left at the first intersection. Follow the path and search the high ledges.

11. Around the City

A new environment means new enemies, including jaguars and Venus flytraps. At the start, use the vines to bypass the man-eating plants below. A safety line is strung below you at the beginning, but you'll be working without a net soon enough.

Clear Path



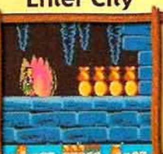
The coins will show you where to leap between the vines. Start a little high, or you may miss the next vine and fall.

Shortcut



At the start, drop down to the safety line and follow it to a clearing beneath a tree. Drop into the pit for a shortcut.

Enter City



Your partner is waiting for you at the red door (it looks like flames) in the waterfall area at the bottom right.

12. The City

For once, you start on the right and make your way left, rather than vice-versa. Nearly every jungle enemy you've encountered so far makes a return appearance here, and you can hardly go more than a few steps before you run in to something.

Evasive Action



Before jumping over this Venus Flytrap, throw a bag at the frog on the far side. Then it will be safe to make the leap.

Crane Crash



The cranes (they look more like pink flamingos) pose little threat. Instead of fighting, bounce off their backs to collect hard-to-reach items.

Pyramid



Once again, your partner will be waiting for you at the top of a pyramid. The room to his left holds some hard-earned treasure.



13. The Temple

The Temple is one of the toughest stages in the game so far, mainly because there are few health flasks to be found on its grounds. Aztec warriors and stone-spitting birds—that often hit you from off screen—just compound your problems.

Stone the Crows



Climb this ladder quickly and throw a bag at the crow. If you're below the bird, it will bomb you with rocks.

Tough Turtle



It actually takes two hits to knock out a turtle. Hit it once, wait for it to stop flashing, then hit it a second time.

Health Wise

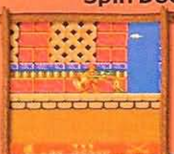


Grab what treasure you can, but you may want to bypass some of the tougher areas. What you miss in coins and bags you make up in extra lives.

14. The Priest

An Aztec priest has rallied his forces against you, and besides the regular spear-wielding warriors, you must contend with soldiers armed with slings.

Spin Doctors



Once the soldiers let loose with their slings, you'll be in a world of hurt. Try to defeat them before they wind up to throw.

Timing



At the top of a ladder, there is a split-second delay before you can attack or dodge. Time your climbs so you don't leave yourself open.

Giant

We don't know what Marv Albert would say, but to win, you must jump on the giant's head and toss bags through the hoop. What we wouldn't do for a pair of Air Jordans!



You'll be fine as long as the giant doesn't land on you when he jumps around. With a bit of luck, you can bounce along with him and never touch the ground.

15. El Dorado

You've finally reached the city of gold, but there are still many obstacles to overcome. Explore the area thoroughly. What looks like a solid wall in your path may actually be in the foreground, and you'll be able to walk behind it to find items.

High Road



Climb up a rope near the starting point. The path will lead you in a circle, but you'll find treasure.

Blue Block



Look for a blue block at the bottom of the ramp. It looks like part of the background, but it's a moving platform.

New Maze



As always, check every light or dark area for hidden doors. One of the doors leads to the next part of the stage.

16. The King

No, it's not Elvis but the mighty King of El Dorado, the "gilded man" for whom the city of gold is named. Like it or not, your fate is in his royal hands!

Rock On



Avoiding the spears blanketing the floor, leap from block to block to clear the first area. Press Down while standing on a block to see what's below.

Optical Illusions



At the top of one of the ladders, what looks like a wall isn't one. Jump to the right to find treasure. Look for doors half-hidden in shadows.

Cougar

When this cruel kitty lunges at you, try to jump on its back and bounce there until it retreats. You'll likely take a hit. Avoiding all damage is tough.



It can't move while it's flashing. The timing is difficult, but try to hit its head just as it's recovering from the previous strike.

17. The Grottoes I

With your goal so near, you'll be tempted to barrel headlong into danger, but try to curb that instinct. Patience will serve you best here. If you haven't practiced your high jumps, expect to lose a few lives in this first grotto.



The Slope



You won't be able to hit the armadillos before they hit you. It's better to jump over them rather than fight.

Three Flasks



From the top of the first slope, go left and drop down the hole. Go down the slope and jump to the left.

Bat Outta Hill



Later in the stage, the steep slopes will hinder you again, but you may be able to tag the bats with bags.

18. The Grottoes II

You'll need all your spelunking skills to emerge from the Grottoes alive. At the start, don't drop off the end of the platform—unless you want to do an impression of Swiss cheese! Take a running leap to the right to avoid the stalagmites below.

Swing, Baby, Yeah!



Some of the ropes are tied off close to sharp stalagmites. Rather than drop off, you may have to jump to safety.

Hang Back

Inch ahead slowly when you see a bat. If you move in close but stay above it, it may flit away and not bother you.

Good and Bad



The cascade of water at the bottom of the grotto conceals an enemy soldier as well as a treasure room door. Time to stock up!

19. Way to the Treasure

The toughest part of the stage may be the very beginning. You must make several tough leaps, one onto a platform with a bag containing a snake and two off the heads of enemy soldiers!

20. The Treasure

Soldiers, snakes and crabs are the final obstacles between you and untold riches. Leap over the crabs on the slopes if you can and use bags against the soldiers on the landings.

Soldier Removal



If a soldier patrols a block, knock him off by throwing a bag at him before you jump.

Gold Platforms



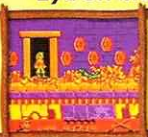
As before, try to fall straight down on a block and not land at an angle.

More Platforms



Be careful not to slide off the platforms, especially when they're moving.

Eye on the Prize



In the final treasure room, the snakes are hard to see among all the gold.

Cortes

Your archrival, Cortes, wants to steal all the gold for his own evil ends. If that's what wealth does, maybe you don't need it after all!



Cortes has two vulnerable spots: his head and his stomach. His stomach is easier to hit, but your timing and aim must still be perfect.

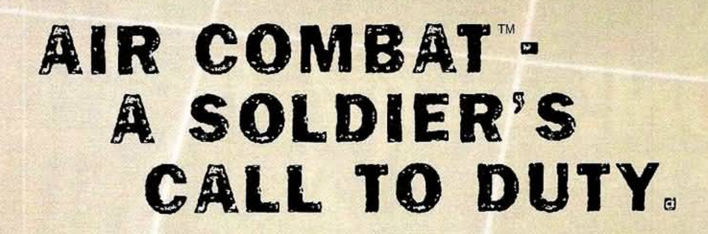
BIG PAYOFF



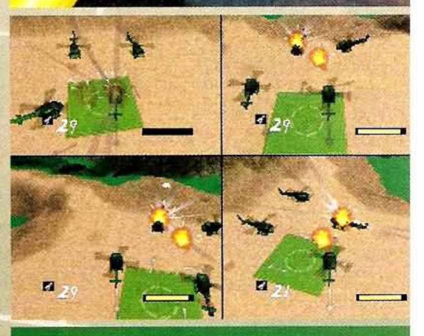
Now that you've uncovered riches beyond your wildest dreams, you may wonder what challenges are left to you. As an added bonus, there's an UbiSoft Key icon hidden in Stage 4. Once you find the key, you can unlock a secret stage by lining up your infrared port with a friend's and using the Ubi Key option on the main menu. Both players must have the key for the trick to work.

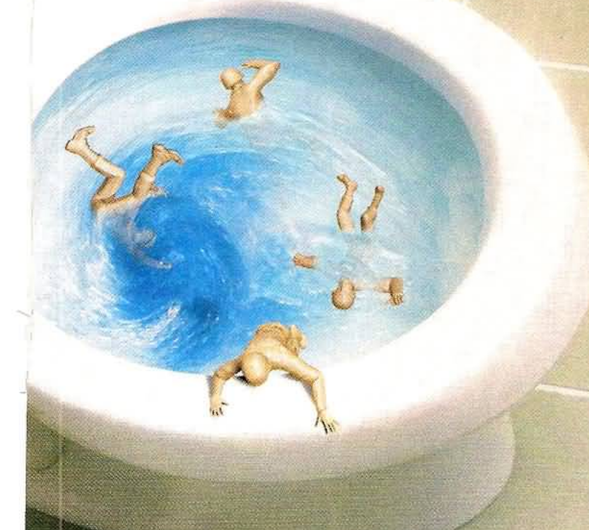

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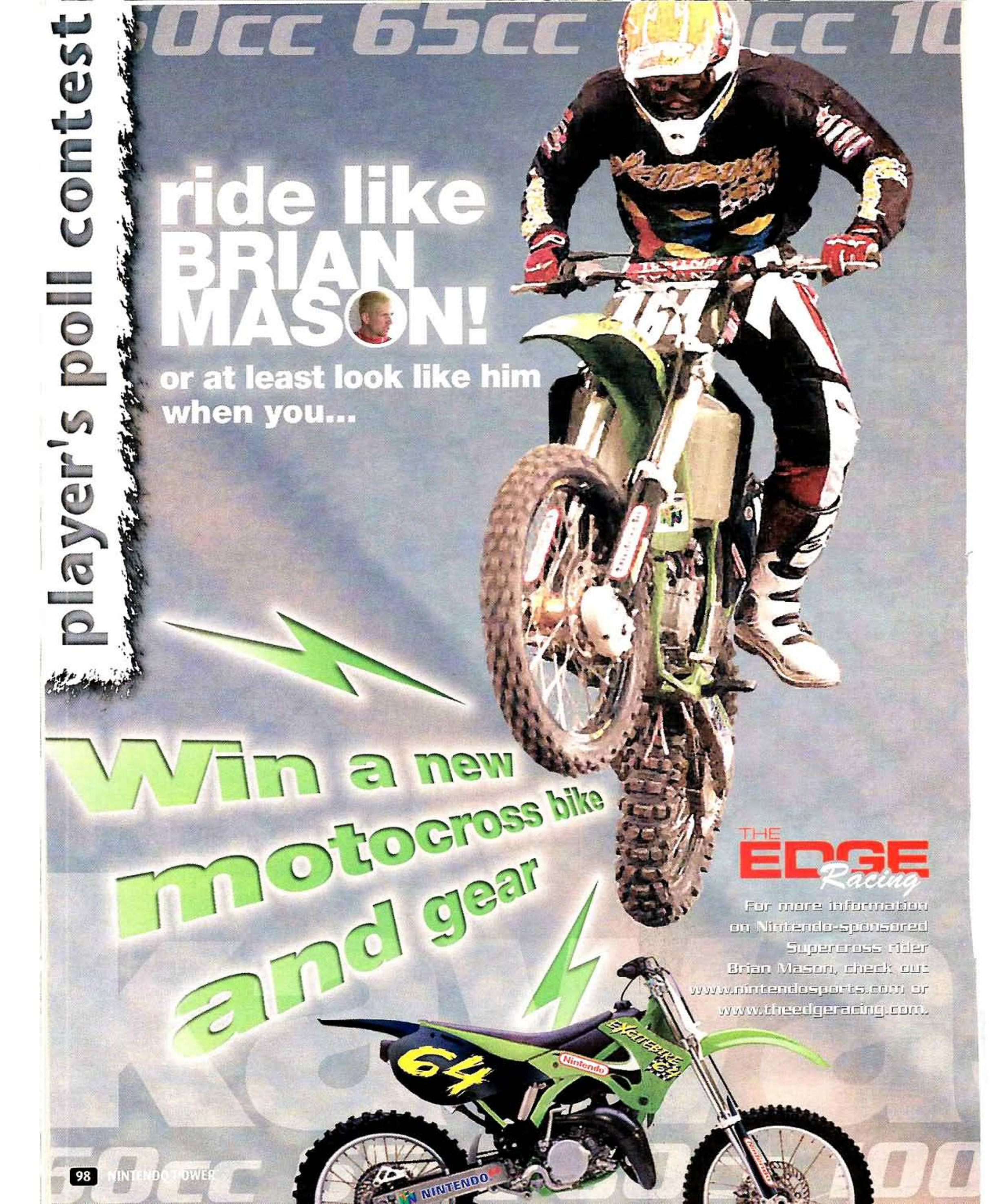
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THE ART OF WARLOCKED

FACING THE FINAL CONFLICT

Be they good or evil, all warriors follow common ways of combat. Armies are raised. Plans are formed. The lines of battle are drawn. In the end, there is only victory or defeat. Consider the case of Warlocked: the epic trial of real-time strategic combat on Game Boy Color. The battle planners at Bits and Nintendo offer the chance to enter the ultimate battle of man versus monster—from both sides of the conflict. Lead brave knights and elves against a terrifying array of dangerous beasts, or destroy the human weaklings with a ruthless army of creatures. Whichever side is chosen, a warlord will need more than mere strength to see him through. Magic is might in the mystical realm of Warlocked. Wizards and Dragons will play no small role in conquests. The greatest weapon in a warlord's arsenal, however, is his mind.



WAYS OF THE WARRIOR

It is relatively easy for a warlord to formulate a strategy in the safety of the war room. Making the right decisions in the heat of battle is a far more difficult proposition. An experienced warlord will assign multiple tasks to his minions by selecting units then selecting a duty. When the orders are given, the units will execute their various duties simultaneously. A wise warlord knows to watch his subordinates like a hawk, however. Sometimes they need to be walked through their tasks.

THE HOMEFRONT

An army is but the sharpened sword of a great warrior nation. Warlords must build their war machines from the ground up, and that requires workers, resources and toil. Workers will mine the earth for riches, labor in the fields for food and build the infrastructure that is the foundation of any successful army.



Gold is a more important metal than iron when building a fighting force. Warlords should fill their coffers with treasure and mined gold.



Energy and building supplies often are readily available in the countryside. Laborers can extract them and carry them to headquarters.



Most laborers are also skilled carpenters who are called upon to build structures for the war effort, like garrisons and fighting pits for training troops.

THE FOG OF WAR

After warlords have built their garrisons, farms and other structures, it will then be time to venture into unknown territory. The battle map is nothing more than a vast, mysterious expanse until units are sent forth to explore the territory. Battle plans may change as new areas are uncovered. Adventurers may find valuable items—or an ambush.



A warlord's duty will be made manifest through the cautious exploration of maps. As explorers move forward, obscured areas are revealed.



Useful items and structures—such as Wizard temples—are scattered across the map. Helpful scrolls provide novice travelers with instructions.



Paranoia is a virtue in warlords. The enemy's strength can be concealed in areas left unexplored. It is best to know what is out there.

MARTIAL MAGIC

If he is to conquer his enemies, a warlord must embrace the mystical arts. Magic does not grow on trees, however. Wizards must be rescued then recruited to the cause. There are more than 25 Wizards in the world for Warriors to rescue and collect. If handled properly, Dragons also can be powerful weapons.



Warlords must summon Wizards from their temples to do their bidding. Each Wizard has a specialty, such as toxic explosions or earthquakes.



Dragons can be deadly foes—or powerful allies. Dragon eggs should be cherished as priceless treasures. Raise these monsters to battle enemies.

FORCES OF LIGHT

Warlords for the forces of good must rely on the bravery and resourcefulness of their troops. Azarel, the leader of the human and elf forces, needs to protect her castle in the frozen north from marauding monsters. The good guys know they will find no mercy at the hands of the Beasts, and each soldier is ready to make the ultimate sacrifice to reach any objective. Missions range from simple resource building to thrilling escapes from enemy strongholds.

GRIM GRUNT WORK

The Grunts are the backbone of the human forces. Though defenseless on their own, these pick-wielding workers provide the lifeblood of the army: fuel and gold. Under the right circumstances, they are more valuable in battle than their heavily armed comrades.



Environmental protests aside, clear-cutting forests is the best way to build up fuel for the war effort. Only Grunts can do the heavy lifting.



Grunts can use their heads—and picks—to get out of seemingly hopeless situations. Enemy traps can be used to ensnare foes.

THE FEW, THE PROUD, THE EXPENDABLE

Knights and Elves may be weaker than their evil counterparts, but proper leadership will help them win battles. If a warlord builds up enough resources, he can easily replace warriors lost in battle. A leader should not shrink from sending troops to their doom.



Armor-plated Knights can endure repeated attacks, but they must fight their enemies face to face. They are the most valuable fighters and the most expensive.



Elves are skilled with longbows, but their lack of armor makes them vulnerable to attack. A clever warlord may find protected positions for them.

COMBAT CONJURERS

When left to their own devices, Wizards may consider themselves neutral in the battle of good versus evil. Their neutrality will disappear if an enterprising warlord sends his forces to rescue the sages when they are captured by the enemy.



Don't ignore the plaintive cries of captured Wizards. The risks a warlord takes in rescuing them will garner a powerful magical ally.



The Beasts may not even know what hit them when a Wizard strikes. These sages can return to the protection of their temples when they are not needed.

BUILDING RESISTANCE

Just as a civilization is often judged by the kind of structures it leaves behind, a warlord can achieve greatness through the construction of the proper buildings. A balance of farms, towers and garrisons allows for the creation of a formidable army.

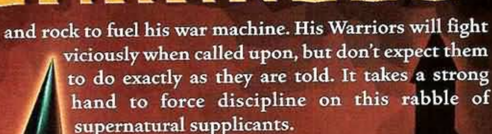


Grunts can be pulled away from their other duties to build structures. A warlord should build enough farms and garrisons to sustain his forces.



Stone towers can be built on the battlefield so warlords can assault enemy structures. The towers also can defend bases while warriors are sent to attack the enemy.

ARMIES OF DARKNESS



The cause of evil is carried on the strong backs of mindless Warriors. Chief Zog commands the armies of darkness from his dark castle beyond the fire mountains. His forces slave away on the fiery landscape, building up a supply of rancid meat and rock to fuel his war machine. His Warriors will fight viciously when called upon, but don't expect them to do exactly as they are told. It takes a strong hand to force discipline on this rabble of supernatural supplicants.

WARRIORS OF THE WASTELAND

Beasts and the undead are the foot soldiers of Zog's army. These brutal fighters will trudge obediently across the wasteland to do their warlord's bidding, but their tiny brains don't always serve them well. They often take a wrong turn and get lost when sent on a long journey.



Warriors are the evil counterparts to Azarel's knights. They are the strongest and toughest fighters on the battlefield—and also the dumbest.

Skeleton archers are already dead, so they should be able to withstand any attack. Unfortunately, their frail bones can shatter into dust in combat conditions.

WICKED WIZARDS

Wizards are the most reliable of Zog's supernatural allies—it's hard to put one's trust in giant spiders—so warlords should take care to keep the sorcerers healthy. They are not expendable like the common warriors one throws into the maw of combat.



The evil temples built from bone and rope may not seem as solid as Azarel's, but they produce the same potent cadre of sorcerers.

Some Wizards are well suited to combat. Others are better suited for property destruction.

GOBLIN UP RESOURCES

Goblins are stupid creatures who lack the discipline for battle, so Zog has relegated them to field labor and rudimentary construction projects. Although they perform the same functions as the Grunts, Goblins are foul creatures with no initiative. They must be watched carefully as they perform their tasks.



Goblins can be trusted only with simple construction projects, such as the fighting pits and carrion tents needed to maintain an army of beasts.



Warlords can put Goblins to work in stone quarries and mines, but they should remember that brain-dead laborers often forget what they are doing.



If bridges need repairing, the shiftless Goblins suddenly become very useful. It's always smart for a warlord to keep a few of the creatures around.



CASTING A SPELL ON GBC

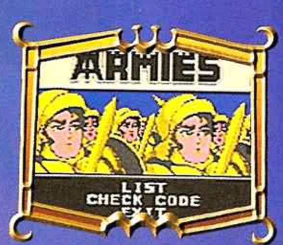


With Warlocked, fans of real-time strategy (RTS) will be able to test their skills while riding the bus or sitting on the beach. Previous RTS games—like Command & Conquer and StarCraft—had been relegated to the world of PCs and game consoles. Then the wizards at Bits Studios found a way to pack all the action into a pint-sized package. "I like a challenge, and running a playable RTS game on a handheld machine sounded like fun (and about the biggest challenge I could think of at the time)," says Steve Clark, a programmer who worked on the game. "From the beginning, we wanted the game to appeal to as many people as possible, not just RTS fans." "We wanted the game to be an immersive experience, rather than something you'd just pick up and play for a few minutes," says designer Martin Wheeler. "It's a testament to the game's playability that we enjoyed working on it and testing it so much." Foo Katan, the head of Bits Studios, explains that the game was born of the parallel desires to create a role-playing game and an RTS game for GBC. In the end, Warlocked became a kind of hybrid of the two genres. "We wanted to create an RTS game that was a little simpler in features but had the depth of collecting (Wizards) and using special characters," Katan says. "We also wanted to use the [Game Link Cable] for head-to-head, but also the IR for a different kind of two-player game." Everyone involved with the project is happy with the resulting game, according to Warlocked's producer, Dylan Beale. "I think most people will be amazed at what the GBC can do," says Beale. "It may even make people rethink how they approach developing games for this machine."



WINDS OF WARLOCKED

Are you ready to assume the role of warlord? Your campaigns will yield impressive armies you can store for future battles. Commanding such armies can be a lonely business, but it doesn't have to be if you're playing Warlocked. Two warlords can lock horns via Game Link Cable, pitting their carefully built armies against each other. If you manage to build an impressive force—and if you're feeling charitable—you can transmit your army to a friend through the infrared port. Prepare yourself for battle: Warlocked will break out in July exclusively on Game Boy Color.





GO FOR THE GOLD ON GAME BOY COLOR
GOLD AND GLORY
THE ROAD TO
EL DORADO
TM
Run, jump, use a sword, crawl, hang — even ride Altivo the Horse!
Fight Spanish soldiers, Native warriors, giant panthers, wild boars, bulls, rhinos & the deadly Circle of Fire!
2 Playable Characters — Play as Tulio or Miguel in your quest for the gold.
GO FOR THE GOLD in 20 huge levels — escape from Spanish soldiers, explore swamps & rainforests, speed through mine shafts, and defeat deadly Native traps. Many will travel the Road to El Dorado, but few will reach the legendary lost city of gold.
GAME BOY COLOR
EL DORADO
ONLY FOR
EVERYONE
E
CONTENT RATED BY
ESRB
Ubi Soft
ENTERTAINMENT
DREAMWORKS
GAME BOY
COLOR

ARENA are you game?

the CHALLENGES



1

Perfect Dark
Perfect Negotiations

Daniel Carrington's being held hostage, so every second counts. Shoot for a record time in Perfect Dark's Carrington Villa: Hostage One level on Perfect Agent difficulty. If you can swiftly snipe your way to success as one of our 25 fastest agents, you'll be perfectly qualified for Power Stamps.



2

Excitebike 64
Psycho Cycling

Enter Excitebike 64's Stunt Course to pull off some cycling stunts that would put Evel Kneivel to shame. Bust out as many daredevil tricks as you can, then select View Records from the Options Menu to photograph your high score. The top 25 tricksters will win Power Stamps.



3

Bomberman 64: The Second Attack!
The Sport of Kings & Knights

Find out how chivalrous you can be by playing King & Knights in Battle Mode. After working your way up to Challenge Level 5, bomb your way through the five-win competition to earn the Red Trophy. Snap a pic of your prize, then send it in to be knighted in Arena.

TWISTED CHALLENGES

In WWF WrestleMania 2000 for the N64, can you make it to WrestleMania without using any grapples?

from Mark Parris, Grimsby, ON

In Hydro Thunder, can you knock a police or civilian boat into a shortcut?

from Jeff Shi, Los Angeles, CA

Challenge Scoreboard

STAR WARS: ROGUE SQUADRON
19 Gold Medals (Vol. 117)
Darren Zolnowski, Cheektowaga, NY

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Seth Hetu, Cumberland, RI
Jason Honda, Antioch, CA
John Hopersberger, Howell, MI
Alex Hopwood, Woodinville, WA
Tyrone Houston, Brandywine, MD
Larry Hu, Mobile, AL
Chris Hullman, St. John, KS
Eric Hyett, La Canada, CA
Gregory Irgang, Port Washington, NY
Steven Jacobs, Fort Myers, FL
Spunky Jacobson, Somerset, PA
Bobby Johnson, Johnsonburg, PA
Russell Kalney, Athens, NY
Andrew Karpinski, Philadelphia, PA

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)
Christopher Bellezzo, Orange, CA
Richie Bennett, Fort Gratiot, MI
Brandon Bewley, Manassas, VA
Aleks Bom
Jose Bonilla, San Juan, PR
Vincent Borchardt, Fariboult, MN
Sean Bourbeau, Hampton, NH
Wyatt Boyd, St. Charles, MO
Brian Braeckel, Colorado Springs, CO
Jordan Bramble, Maugerville, NB
Alex Brisson, Embrun, ON
Billy Bryson, Port Costa, CA
Jonathan Bucca, Beltsville, MD
James Buchanan, Racine, WI
Adam Bullock, Kutztown, PA
Frederic Busque, Pintendre, PQ
Justin Carlton, Loveland, CO
Sean Chandler, Wilmington, DE
Luke Chapin, Arden, NC

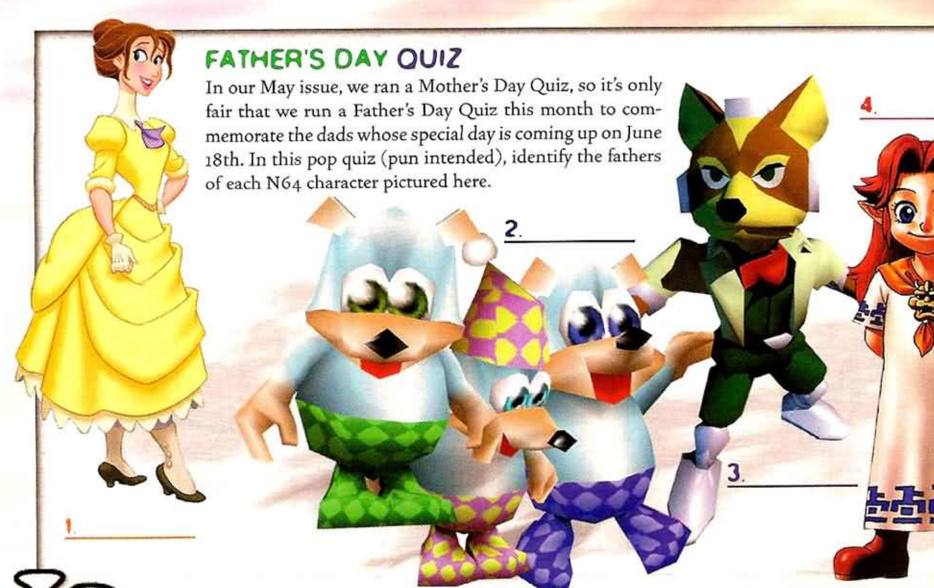
MARIO PARTY
Most Mecha Fly Guy Spins (Vol. 121)
Nick Pennetti, Rockaway, NJ — 75

STAR WARS: EPISODE I: RACER
Best Abyss Time (Vol. 122)
Kyle Haynes, Granite Bay, CA — 1:33.695

BEETLE ADVENTURE RACING
Unlocked All Cheats (Vol. 122)
James Bronson, Grand Prairie, TX
Adam Day, Menifee, CA
Anthony Dunn, Atlanta, GA
David Galindo, Odessa, TX
Michael Harmala, Midland, MI
David Jondura, Lemon Grove, CA
Michael Krol, Carmel Valley, CA
Mike McDonald, Plymouth, MI
Danny Robertson, Sun City, CA

FATHER'S DAY QUIZ

In our May issue, we ran a Mother's Day Quiz, so it's only fair that we run a Father's Day Quiz this month to commemorate the dads whose special day is coming up on June 18th. In this pop quiz (pun intended), identify the fathers of each N64 character pictured here.



TRy THis!

CALLING ALL POKéMON

If Pokémon carried little black books, they might contain the numbers listed below. The number combinations correspond to the letters on a phone's buttons, and the digits spell out Pokémon names. For example, if you narrow down the correct letters for the number 33833, it will spell out Eevee. Refer to the phone pad to decode the numbers into Pokémon names. (Just don't dial these up on an actual phone—Pokémon don't really have phone numbers, and if they did, they probably wouldn't be much for conversation, anyway.)

A. 2272 ______
B. 7335 ______
C. 6649 ______
D. 527727 ______
E. 45666 ______
F. 5969 ______
G. 685 ______
H. 639 ______

1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ



WHO am I?

The character who stars in the N64 game shown in the accompanying screen shot has a very famous (and notorious) father who also stars in his very own N64 game. For this month's Father's Day edition of Who Am I?, see if you can identify the mystery dad as well as his son's mystery game pictured to the right.



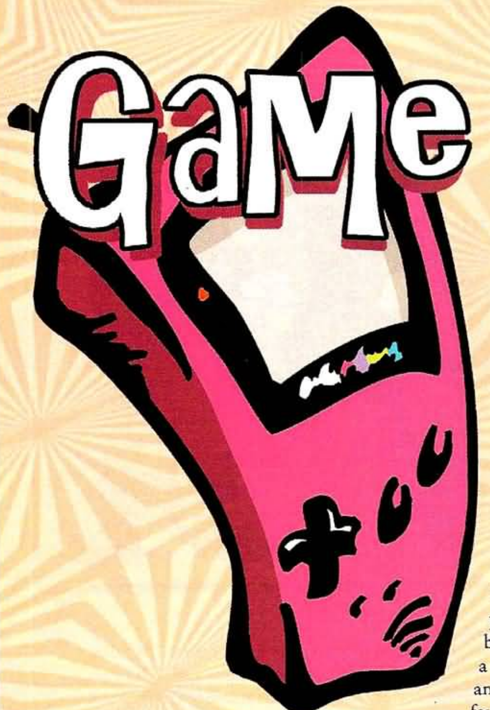
do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is July 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.

ANSWERS TO VOLUME 132

Mother's Day Quiz
1. Pokémon Stadium
2. NAMCO Museum 64
3. Mortal Kombat 4
4. Elmo's Number Journey
5. Mission: Impossible
6. Monster Truck Madness
7. Micro Machines 64 Turbo
8. Pokémon Trading Card Game

E3 Quiz
1. Butterfree
2. Electrode
3. Exeggcute
4. Victreebel
5. Weepinbell

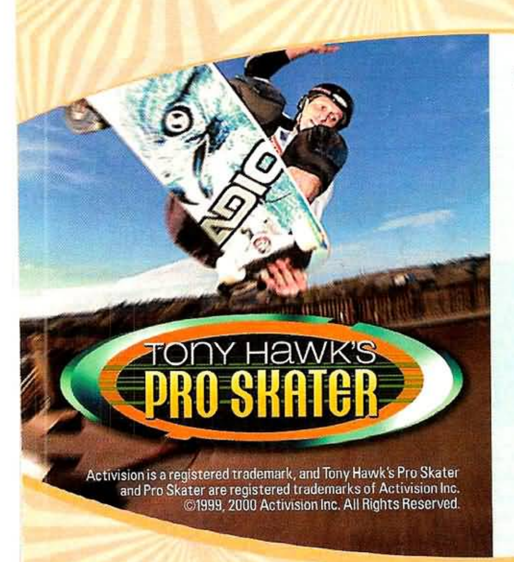
Who Am I?
Metroid's Mother Brain



Game Boy a-Go-Go

Home Schoolin'

It may be summer, but we're here to school you in the finer points of portable gaming. This month's lesson plan includes crash courses in skateboarding, rally racing, puzzle solving, power boating and more. There's even a special internship program with a top-secret government agency battling an alien invasion (Ray-Bans, laser guns and other course materials available for an extra fee). With classes like this, who needs recess?



Tech Decks





Get set to thrash, crash and talk trash with Tony Hawk's Pro Skater. Following in the exalted tracks of the N64 version of the game is no easy stunt, but this Game Boy Color-only Pak grabs big air and big fun with three halfpipes, five race courses and four game modes, including a must-try, two-player Link Mode. The play control is spot-on, and color only adds to the surprisingly detailed graphics. Be warned that both speed and smooth stunt work are prerequisites here—no poseurs need apply.

Talkin' Thrash

You can choose from ten real-life pros, including the Hawk himself. Each skater is rated for Speed, Acceleration, Braking and Jump skills. Access the Tournament Mode if you want to see a skater's full stats.



Tony Hawk

This homegrown So-Cal boy is The Man when it comes to boarding. Tony is the only person ever to land a 900° successfully. Try that stunt in the Minneapolis pipe.

Bob Burnquist



Brazilian-born Bob has more style than all of 'N' Sync put together. His Speed and Jump ratings (four on a five-point scale) make him a top pick.

Geoff Rowley



A four in Braking and a five in Acceleration mean that this lad from Liverpool can turn and burn with the best of them in any situation.

Bucky Lasek



Bucky's only weakness is a rating of one in Braking—hardly a cause for concern in most of the events, where fast breaks are more crucial to winning.

Chad Muska



Chad's good Braking and Acceleration will come in handy on the later, more crowded road courses, where his lack of Speed won't be missed so much.

Kareem Campbell



Kareem and Chad have very similar stats, and you likely won't see much of a difference between them in competition. Maybe they're adopted twins?

Andrew Reynolds



With comparatively poor Jump skills, Andrew is better off focusing on placing high and grabbing items for bonus points rather than pulling stunts.

Rune Glifberg



With fives in Speed and Jumping—a match for the Hawk in those categories—Rune is one of the likelier contenders for the skateboarding crown.

Jamie Thomas



Jamie's balanced stat sheet makes him a great choice for the beginner skate rat. If you perform well, maybe he'll cast you in one of his videos!

Elissa Steamer



Elissa proves gender is no barrier to success in this sport, and her strong all-around stats will ensure more than a few first-place finishes.

Tournament Mode

Take to the streets in the Tournament Mode, racing against three other thrashers on five road courses. You're ranked according to where you place in each race, your trick points and bonus points for videotapes collected.



In Control

The courses become progressively tougher and more complex. Press B as you turn to swerve more sharply and press A to jump over obstacles. You might consider scouting a route several times before competing in earnest.



Items and Bonuses

Collect an "S" icon to receive one Speed Boost. To activate a boost, press Up twice during a race. You can also collect three bonus points for every videotape you pick up during a race.



Tricks Are Your Trade

You can also perform tricks to earn bonus points. Even if you come in last, you can still win a race by pulling lots of big stunts. You should remember to perform stunts while grinding on railings and other objects.

One-on-One Challenges

In One-on-One Mode (versus the computer) and Link Mode (versus another player), you compete against a single opponent on any road course you choose. To play in Link Mode, you'll need a second Pro Skater Pak, a second Game Boy Color and a Game Link Cable.

Halfpipe Mode

In Halfpipe Mode, you must perform as many tricks and trick combos as possible within the time limit. There are three halfpipes—located in Portland, Chicago and Minneapolis, and Minneapolis gives you the biggest air.



Supersize It!

Performing two or three tricks per pass will multiply your bonus by two or three times. Wiping out will subtract points from your total, so make sure you have enough air for what you're planning. Try to fit in one or two tricks on your way up.



Can't Jump

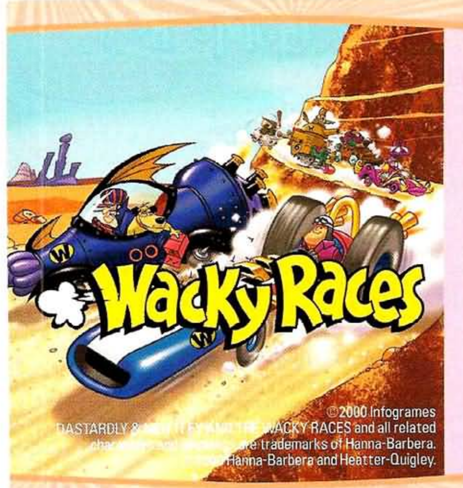
Speed and Acceleration, rather than Jump ability, are the keys to grabbing big air off the halfpipe. You must remember to press Left and Right as you roll back and forth to build momentum, speed and height.





Variety Is the Spice

Each time you perform a trick, you receive fewer points for it. Vary your tricks and try them in different combinations and orders. This will boost your score and keep your routine from going stale.



Toon Time

Thanks to reruns on cable, a whole new generation of fans is cheering to Dick Dastardly's cries of, "Curses! Foiled again!" Thanks to Infogrames and Hanna-Barbera, you can join in the Wacky Races via this slick Pak for Game Boy Color. All the zaniness of the cartoons is faithfully recreated, and the game play is very much in the comedic Mario Kart vein. The only things missing in this game are Muttley's giggles of evil glee!



Modes of Play

Racing purists might dismiss Wacky Races at first glance because of the cartoon characters, but it's really an impressive package with nine well-designed tracks, four game modes and good play control to boot.



Arcade

Arcade Mode is divided into three Cups, with three races per series. Win the Fun Cup and Super Cup to open the Crazy Cup. In a race, you must cross the checkpoints before the timer runs out, or you'll be disqualified.



Endurance

The goal in this single-race challenge is to knock as many of your opponents off the track as you can. The vehicle in last place is disqualified. Grab bonus items on the track to use against your fellow racers.



Championship

Championship combines all nine tracks into one series. Unlike Arcade Mode, it doesn't make you place in the top three to move on. You earn points according to where you place, and your score is totaled after each race.



Time Trial

Time Trial Mode allows you to practice on any of the tracks. It's a straightforward test of speed, with no weapons or dirty tricks allowed. Rookies can try the mode before they head to the Championship challenge.

Unlock New Characters

Complete the Arcade Mode Crazy Cup to unlock new characters and vehicles. They include the devilish Dick Dastardly and Muttley in their Mean Machine, Sergeant Blast and Private Meekly in their Army Surplus Special, Peter Perfect in his Turbo Terrific, and Red Max in his Crimson Haybailer.





Don't Be Foiled

While you can complete the game with most any car, some of the courses are more challenging than you may think and you may need to switch vehicles and strategies occasionally to avoid being foiled again and again.



Scout Ahead

Use the Time Trial Mode to scout each track, and take note of the layout and obstacles. Each vehicle has different capabilities that may come in handy in different situations, so take the time to review them and choose wisely before each race.

Bonus Items

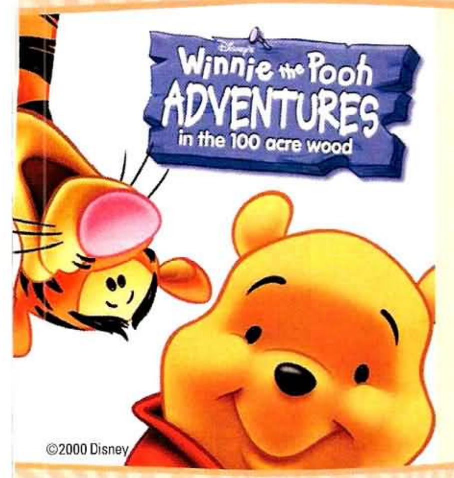
When you pick up a light green icon, you'll be awarded a bonus item or weapon at random. Some are single bonuses while others are triples, and they include turbo boosts, different types of rockets, temporary invincibility and more.



No Tailgating

Despite what you may see on the interstate, tailgating is not a good idea in this game. Though it's unfair, your opponents can drop oil slicks and bombs behind them, something you, unfortunately, are not allowed to do.





Easy as Pie

In Pooh's storybook world, all disappointments are fleeting and all lessons learned are gentle ones. The same holds true for Disney's Winnie the Pooh: Adventures in the 100-Acre Wood. It's nearly impossible not to progress in this game—if you fail the tasks set before you, the game will move you along anyway, and if you succeed, you'll unlock special bonuses.



100-Acre Wood

This is a very simple adventure game with a few arcade-style and board-game-style challenges thrown in. We've called out just a few challenges on the map below as examples; young players will have much more to do in the actual game.



1 Pooh's House

Players will start off in the cozy environs of Pooh's House. The object there is to complete simple adventures and minigames as you explore the 100-Acre Wood. Once you complete (pass or fail) an adventure, you'll be able to come back to your house and read a storybook record of your performance. If you complete a minigame successfully, you'll be able to return to the house and replay it any time.





2 Visit Friends

Many of the dead ends on the forest paths lead to your friends. Press A to talk to them. They'll give you cards to use in the Storybook Challenges or on the Carrot Farm. Visit periodically for more cards.



3 On the Farm

Take Seedling Cards to the farm and plant them in the six holes. Use Water Cards to water the growing plants. The carrots will ripen over time, so come back often. When Rabbit says the carrots are ready, pick them to receive Action Cards you can use in the Storybook Challenges.





4 Storybook Games

The Storybook Challenges are board games of the roll-the-dice-and-move variety. A counter shows the number of moves you have left. You must land on your targets with an exact dice roll, and backtracking does not use moves. Normal spaces use one move, and puddles use two. Landing on certain objects will delay certain characters, such as honey for Pooh and carrots for Rabbit.







5 Minigames

Besides the Storybook games, there are also several arcade-style minigames to try. For example, one of the minigames you'll play has you collecting falling acorns for Piglet. You must collect a certain number of them within the time limit to win.





6 Multiple Paths

You must also complete board games to open new paths through the 100-Acre Wood. As in the Storybook Challenges, you can use cards to help you along. If you fail a Storybook Challenge and would like another shot at it, you can go to Christopher Robin's House and reset all the challenges in the game.





Sporting Life

Now this is truly a unique title: a sports role-playing game! Fin and Guppi are two teens who live for thrills. When the Xtreme Cola Company announces an extreme sports competition to help advertise their fizzy drink, Fin and Guppi are the first in line. Events include in-line skating, skateboarding (race and halfpipe), surfing and skysurfing.



A Good Sport

You can choose to play as either Fin or Guppi. As the game begins, you must first qualify for the competition by defeating five trainers in their respective sports. If you lose, they'll give you helpful tips and advice.



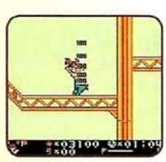
Competitors

Opponents can be found all over the contest site. When you defeat an opponent, he or she will sit down and you'll receive one medal. You'll need these medals to open up new areas of the game.



Goals

Each opponent will challenge you in a specific sport. You must beat his or her record in that sport—including time, total points and number of special items collected—to win the match.



Xtra Tough

While this is an RPG, the arcade-style competitions require quick thumb work. Scout the various venues for obstacles and items, review the game controls and practice, practice, practice!



Back in Black

Agents J and K are back for another round of alien-busting action in Men in Black 2: The Series, courtesy of the cool cats at Crave Entertainment. Improved graphics and game play are the hallmarks of this action Pak, aided and abetted by three difficulty levels and a password option. The future's so bright for this Game Boy Color-only title, you'd better wear shades!



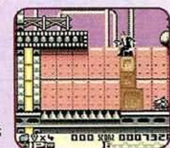
Cool Cats

MIB2 features plenty of side-scrolling action in eight regular stages and five boss stages. There are plenty of power-ups to be had, but special weapons and items last for only a few seconds at a time.



Save the World

In the stages, you'll see a hijacked plane, MIB headquarters, the Statue of Liberty and other exciting locales. Even minor enemies may take several shots to destroy, and some cannot be harmed at all.



Look Around

Leaping headlong into danger may be brave, but it's also foolhardy. Stand in one place and press Up or Down to look around. You can also fire your weapon straight up by holding Up and pressing A.



Rad Shades

Besides collecting weapons, health and other items, you must collect the four pairs of MIB glasses in each stage. When you're close to a pair, yellow arrows will point you in the right direction.



Hocus-Pocus

Puzzle games are arguably among the toughest to develop. They must be easy to understand but not boring, fast but not too frantic, repetitive but not tedious. Magical Drop is not the most original puzzler to come down the pike (think Bust-a-Move with a little twist), but it can be engaging for casual, intermediate-level players.



Magically Delish

The object here is to use a mechanical arm to pluck balloons off the playfield and place them with other balloons of the same color. If you place three or more like-colored balloons in a vertical line, they'll disappear.



Options

You can play solo or against another player via the Game Link Cable (unfortunately, screen space doesn't allow for games versus the computer). You can print your scores with the Game Boy Printer.



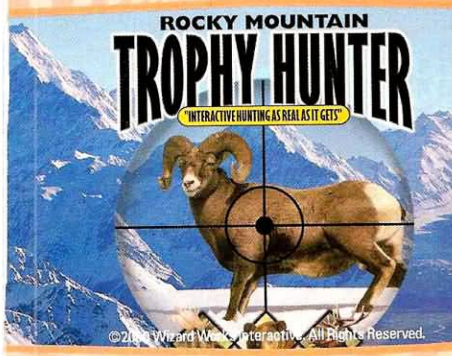
Chain Reactions

As with many other puzzle games, you can set up the playfield so that one match will set off a chain reaction of other matches. The more links in the chain, the bigger your bonus.



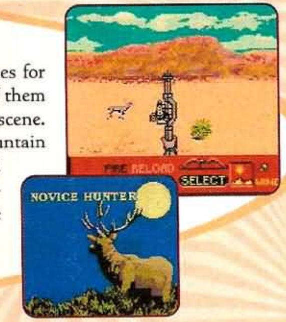
Specials

As soon as you grab a Special Balloon, it will disappear. It can cause all balloons of the same color on the playfield to pop or cause balloons on one side or another to pop.



Big Game

There's been a stampede of hunting games for the PC for the last two years, and one of them has finally trotted over to the handheld scene. The most impressive feature in Rocky Mountain Trophy Hunter is its high-quality sound effects—you'll be amazed at the eerily realistic animal calls that issue from the Game Boy Color's tiny speaker.



Trophy Tactics

You can hunt the high country in Colorado, Montana and New Mexico for deer, elk, bear and bighorn sheep. With its seemingly smaller game animal population, New Mexico demands patience and is the most challenging of the three locales.



Heaven Scent

You can choose from a high-powered rifle, a single-shot muzzle loader and a hunting bow. You can also dab on a little scent to cover your own scent or attract animals before you head out.



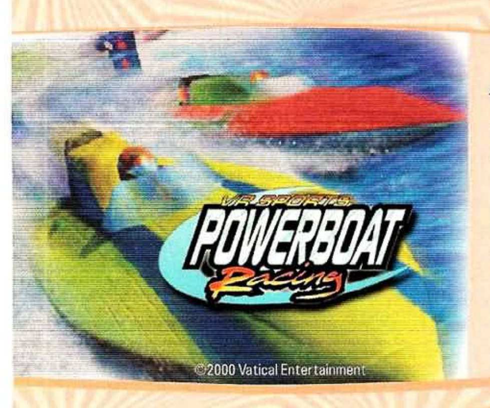
Tracking

As you explore the map, check the small subscreen for tracks and other signs that game may be near. Press B to use animal calls. To use a spotting scope, hold A and press Left or Right.



Take the Shot

Once you spot an animal, you'll have just a few seconds before it wanders away. Aim for vital parts of the animal and don't forget to reload. A successful shot will bag you points and a trophy.



Slip 'N' Slide

Vatical's VR Sports Powerboat Racing breaks the serene silence of the outdoors with the high-horsepower action of powerboat racing. Leave opponents in your wake as you push the throttle to full speed and splash around a series of river like courses.



Splashy Moves

Racing on water is pretty different from your standard road race. You'll need to watch your momentum as you approach corners or you'll run aground. Let off the gas at the end of the straightaways then drift into turns.



Best Boats

Your first move is to pick a suitable watercraft for your bid to rule the waves. Different boats have hull types that make them faster or more controllable.



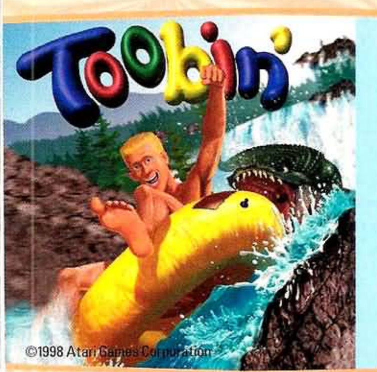
Team Player

Even if you just like the thrill of racing, your team is counting on you to bring home some trophies. Affiliate yourself with one of the four teams before you hit the water.



Water Works

The best way to win is to learn the courses then anticipate the turn before you get to it. If you try to rely on your reaction skills, you'll end up on dry land.



Ring Tossing

What could be more relaxing than a trip down a river on an inner tube? Just about anything, if Midway's Toobin' is any indication. You'll need to hand-paddle furiously around various watery dangers just to make forward progress. Don't let small things get you down, though. A couple of victories are all you need to get pumped up for more intense, inflatable action.



Wild White Water

You should try to have fun while you float down the waterway, but stay alert for obstacles downriver that will bring your ride to an abrupt stop. Don't pick up too much speed or you won't have time to react to the dangers in your path.



Narrow Goals

The object of Toobin' is to navigate cleanly between the poles of gates you encounter on the river. It's easy to get hung up if you don't steer exactly between the poles



Splash & Score

You get some points for steering around obstacles, but the high scores come from steering through as many gates as possible. Backtrack to them, if necessary.



Troubled Waters

You can throw rocks at snakes and living obstacles, but your only option with logs and rocks is to steer clear. Learn how to speed up or slow down to bypass logs.

NOW PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

June 2000

NINTENDO 64

LOONEY TUNES: DUCK DODGERS STARRING DAFFY DUCK

Only the succotash—not the game—is sufferin'.

GRAPHICS: Infogrames' adventure is a dead ringer for a Warner Bros. cartoon. Based on the 1953 Daffy Duck parody *Duck Dodgers in the 24½th Century,* the madcap video game bursts with cartoon landscapes populated by Looney Tunes faves like Marvin the Martian. And little touches—like Duck whipping out an "Eek!" sign when he falls off a cliff—keep things feeling like Saturday morning.

PLAY CONTROL: The zany romp requires plenty of jumping, and tight controls make it easy to get those webbed feet where you need them.

GAME DESIGN: Piled high with variety and minigames galore (including a two-player Pong-style game), Infogrames' genuinely funny platformer sprinkles in dashes of first-person adventuring, rocket flying and basketball playing.

SATISFACTION: Though it's aimed at intermediate gamers, Duck Dodgers unloads as much unpredictable variety as it does jokes, so Looney Tunes fans and lighthearted gamers alike will have an ACME blast.

SOUND: Everything sounds authentically Looney, from the plucked violin strings that sound off when you tiptoe to the zingers voiced by Mel Blanc's successors, Joe Alaskey and Bob Bergen.

COMMENTS:

Drew—*Like the cartoons, the game will appeal to both kids and adults.*





OVERALL RATING 7.9

- Infogrames/128 Megabits
- 1 player adventure
- 1 or 2 players simultaneously for the Digital Tennis minigame
- Rumble Pak compatible
- 5 worlds



Category	Score
GRAPHICS	8.4
PLAY CONTROL	7.4
GAME DESIGN	7.7
SAT.	7.7
SOUND	8.6



HOW IT RATES

No one really gets hurt in the Looney Tunes world since they always bounce back after being squished into an accordion or having their beak blasted to the other side of their face. It's all just exaggerated, E-rated fun.

NINTENDO POWER STAFF SCORES

- 8.4 → Jason
- 8.2 → Andy
- 8.2 → Scott
- 8.1 → Drew
- 7.8 → Kyle

NINTENDO 64

INDY RACING 2000

Expect more than just left turns ahead.

GRAPHICS: IR2K rolls out sleek graphics and detailed reproductions of the Indy Racing League's tracks and top cars. The sense of speed zooms by without a hitch, though you might want to slow down to take in the scenic views of the Gold Cup courses, like the waterfalls and futuristic tunnels.

PLAY CONTROL: As cars breeze by, the innovative Draft Meter will allow you to locate the current so you can ride your rivals' windy coattails. Other than that tidbit of sim realism, the game goes for arcade mechanics, like tight steering.

GAME DESIGN: Serving up more than just the oval tracks and left turns you'd expect from an Indy game, the developers at Paradigm wisely broadened the game's appeal with Gold Cup Mode's zigzagging courses for Midget, Sprint and Formula cars. And, in a flight of arcade fancy, IR2000 will allow you—if you've earned enough experience points—to take an Indy car for a spin on one of those snaking tracks to see why slinky, non-oval courses aren't big with the IRL.

SATISFACTION: Indy fans won't be disappointed, and Midget, Sprint, Formula and arcade racing fans will be kept entertained for miles, too.

SOUND: The music is also turbo charged.

COMMENTS: Scott–*The sound is like a beehive, and the graphics aren't up to the standard set by F-1 World Grand Prix.*



- Infogrames/128 Megabits
- 1 or 2 players simultaneously
- Rumble Pak compatible
- Expansion Pak enhancements
- 11 Indy tracks, plus Midget, Sprint and Formula car tracks



HOW IT RATES
You can never flip over or total your car, so nothing violent ever happens in the game. Since it's never about road rage, the ESRB has deemed Infogrames' Indy Racing 2000 a good day at the races for all ages.

OVERALL RATING 7.3

GRAPHICS	7.4
PLAY CONTROL	7.4
GAME DESIGN	7.2
SAT.	7.2
SOUND	7.4

NINTENDO POWER STAFF SCORES

- 7.8 → Jason
- 7.7 → Scott
- 7.5 → Chris
- 7.0 → Sonja
- 6.6 → Kyle

NINTENDO 64

ARMY MEN: AIR COMBAT

Trip the flight Tan Plastic with the little green men.

GRAPHICS: The whimsical settings will make you a frequent flier, but the graphics turn to mush when they're crammed into a four-player split screen match. The high-up camera also takes getting used to, since it doesn't let you adjust its altitude so you can check out the fun backdrops.

PLAY CONTROL: You're always hovering in this game, and all four of the choppers you can pilot fly like aces. But the real make-or-break factor in a helicopter game's control department is the all-important winch, and Air Combat's never has a problem hooking its cargo.

GAME DESIGN: What helps this game earn its stripes is that it allows you to interact with your environment and use it to your advantage. For example, if you relocate a doughnut or flower to an enemy base, you can lure ants or bees into attacking the opposing camp.

SATISFACTION: Air Combat ranks high among chopper games, and if you dig Army Men's toys-in-the-real-world schtick, you'll want to serve in this war game.

SOUND: The realistic rat-a-tat-tats and whipping sounds of chopper blades underscored by triumphant anthems should keep any trooper's morale high.

COMMENTS: Kyle–*It's very claustrophobic. What I'd give to be able to look out toward the horizon...* Scott–*Much more frantic and fun than the old Strike series of chopper games.*





- 3DO/64 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- Expansion Pak enhancements
- 16 missions



HOW IT RATES
War is never a pretty sight, and even though this one's fought by toy soldiers, they scream in agony when they're hit. Because of this cruelty to plastic, the ESRB has bumped Air Combat's rating to Teen.

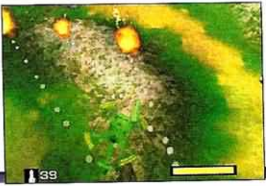
OVERALL RATING 7.1

GRAPHICS	7.2
PLAY CONTROL	7.2
GAME DESIGN	6.8
SAT.	7.2
SOUND	6.8

NINTENDO POWER STAFF SCORES

- 7.6 → Scott
- 7.5 → Jason
- 7.1 → Drew
- 7.0 → Sonja
- 6.3 → Kyle





NINTENDO 64

CARMAGEDDON 64

The end is here.

GRAPHICS: Graphically underwhelming, Carmageddon's scenery is blocky and accurate physics take a backseat to curious, gravity-defying behavior.
PLAY CONTROL: Based on the hit PC games, Carmageddon requires you to race while running over zombies. Easier said than done—off-kilter handling and CPU cars that get jammed in your way make splattering the undead an eternal struggle.
GAME DESIGN: An objective-based race with hit-and-run tactics, Carmageddon's tongue-in-cheek concept holds promise, but it's bogged down by doling out too much to do on tracks that are already unclear and confusing.
SATISFACTION: Cruising to see how many zombies you can turn into hood ornaments and finding goofy power-ups that do things like fill the zombies up with helium can be fun, but the severe lack of polish gets in the way.
SOUND: The big-beat techno stylings of the sound track are a plus, but it sounds like you're driving a blender.
COMMENTS: Chris–*The courses aren't straightforward, the action is too sparse and it feels like you're driving a forklift at 80 miles an hour.* Jason–*It's like a really bad Resident Evil on wheels. Action that only a zombie could love.* Scott–*The play control plumbs the depths of ineptitude.* Andy–*Plenty of great ideas, but poor execution.*





- Titus/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- 37 levels
- 10 racing environments

OVERALL RATING 5.7

GRAPHICS 6.0
PLAY CONTROL 5.0
GAME DESIGN 6.2
SAT. 5.4
SOUND 5.6



MATURE

HOW IT RATES
It looks as bad as it sounds—barreling down the street to run over zombies isn't a sight meant for young eyes, and the ESRB recommends that the game be played by only Mature audiences.

NINTENDO POWER STAFF SCORES

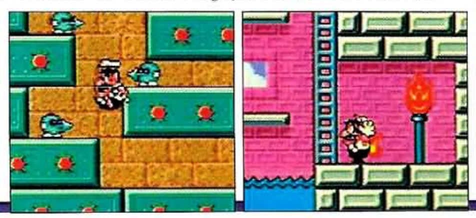
6.4 → Jennifer
6.1 → Chris
6.0 → Andy
6.0 → Jason
3.9 → Scott

GAME BOY COLOR

WARIO LAND 3

He's bigger and badder and can transform into a ball of yarn.

GRAPHICS: Crisp and drenched in vibrant colors, Wario Land 3 is the best looking of the bad boy's platformers.
PLAY CONTROL: Wario picks up ability after ability in his third sprawling adventure. Teamed with the fine-tuned controls, the whole shebang works better than his purple overalls and yellow shirt ensemble.
GAME DESIGN: The game smacks of the great Wario Land 2 (the moves are the same) but with improved graphics and a jumbled exploration setup that has you going back and forth between levels to unlock things you could have used earlier. The zigzagging itinerary could've been a mess, but one visit to the helpful hidden figure in the Temple will get you back on track.
SATISFACTION: Having to revisit area after area may become frustrating to some gamers, but it keeps things playfully perplexing. Equally inspired is the golf minigame that you must clear whenever you need to win a treasure. It's touches like those that make Wario Land 3 intriguing and innovative.
SOUND: The boings, bloops, bonks and bouncy score have that classic Mario feel.
COMMENTS: Andy–*You gotta play it.* Kyle–*It has a pleasing retro feel and holds up a new standard of quality and depth for GBC.* Chris–*The progressive play control is a neat way to extend game play, and the levels are magnificent.* Jennifer–*Mario who?*



- Nintendo/16 Megabits
- 1 player
- GBC exclusive
- 25 levels
- 100 treasures

OVERALL RATING 8.2

GRAPHICS 8.7
PLAY CONTROL 8.5
GAME DESIGN 8.0
SAT. 8.2
SOUND 7.5



EVERYONE

HOW IT RATES
Filled with pure hop-and-bop shenanigans, the only offensive thing in Wario Land 3 is its star's sour personality. That shouldn't warp any fragile, little minds, so the adventure earns an E from the ESRB.

NINTENDO POWER STAFF SCORES

9.2 → Chris
8.9 → Kyle
8.2 → Andy
8.0 → Jennifer
7.2 → Sonja



GAME BOY COLOR

GOLD AND GLORY: THE ROAD TO EL DORADO

The DreamWorks cartoon glitters on Game Boy Color.

GRAPHICS: Gold and Glory is based on DreamWorks' animated movie *The Road to El Dorado,* and the game's vibrant, varied backdrops and fluid movement reflect the gorgeous look of the film.
PLAY CONTROL: Ubi Soft's lively action game features the movie's two heroes—Miguel and Tulio—as playable characters, but they might as well be the same person since both swashbucklers have the exact same abilities. At least what they both do—jumping, fencing, throwing, sliding and crawling—works like a charm.
GAME DESIGN: The many hidden passages that lead to secret treasure rooms are easy to miss, making El Dorado a road worth traveling more than once. Plus, levels like the nonstop bull run keep the game play varied.
SATISFACTION: Maybe all that glitters isn't gold. G&G looks and plays with 24 karats of fun, but it doesn't make the most out of a great license. If you take away the El Dorado backstory, you're left with a basic and generic platformer.
SOUND: The game doesn't feature music from the movie, but the original tunes stand on their own, doing a punchy and catchy job of conveying the local flavor.
COMMENTS: Drew—*A solid, if uninspired, item-collection platformer.* Scott—*So, it's mindless platform action, but the technical details are well done and the play control is solid enough that I didn't notice.*









OVERALL RATING 7.3

- Ubi Soft/8 Megabits
- 1 player
- GBC exclusive
- Infrared port capabilities
- 20 levels
- 2 playable characters

GRAPHICS 7.7
PLAY CONTROL 7.5
GAME DESIGN 7.2
SAT. 7.2
SOUND 7.2



HOW IT RATES
The ESRB notes that Gold and Glory features "mild animated violence," but a drop of blood is never shed. Swords may connect with enemies, but the defeated foes disappear in true, tame cartoon fashion.

NINTENDO POWER STAFF SCORES
7.8 → Chris
7.7 → Jason
7.6 → Scott
7.4 → Drew
7.0 → Sonja

GAME BOY COLOR

TONY HAWK'S PRO SKATER

A tiny Tony busts out big tricks.

GRAPHICS: Like its big brother, Tony Hawk for GBC goes to the trouble to feature the most popular skaters of the day. Too bad no effort was made in creating their appearances—all ten riders look identical (even Elissa Steamer looks like a short-haired man!).
PLAY CONTROL: Of course, the junior version of Tony Hawk doesn't sport as many tricks and stunts as the N64 version, but the GBC game coasts along nicely with its well-oiled combo system. The street runs, on the other hand, can crash to a screeching halt since it can be challenging to swerve around obstacles.
GAME DESIGN: Collectible tapes and letters litter the areas as in the N64 game, but the GBC version also sports a Halfpipe Mode and races against the CPU (for one or two players).
SATISFACTION: Stocked with lots of places to catch air, grind rails and bust out tricks, Tony Hawk's Pro Skater should satisfy the stunt-crazy skate rat in anyone.
SOUND: The music thumps as much as possible, but at times it sounds like someone found the disco presets on the Casio.
COMMENTS: Kyle—*A cute companion for those who can't live without the N64 version.* Chris—*After some experimenting, I was throwing together some big combos.* Sonja—*The halfpipe is definitely more fun than the overhead races.*







OVERALL RATING 7.2

- Activision/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible
- 5 street runs
- 3 halfpipes
- 10 riders

GRAPHICS 7.4
PLAY CONTROL 7.4
GAME DESIGN 7.0
SAT. 7.4
SOUND 6.8





HOW IT RATES
Other than skating in the middle of the street, nothing in Tony Hawk's Pro Skater should be found questionable, so the ESRB lets Activision's game skate away with the all-ages-approved rating of E.

NINTENDO POWER STAFF SCORES
7.7 → Sonja
7.5 → Chris
7.5 → Kyle
7.1 → Scott
6.5 → Drew

GAME BOY COLOR

WACKY RACES

Drat and double drat! Dick Dastardly rides again!

GRAPHICS: For those who don't remember it from the late '60s or have missed its reruns (most recently on the Cartoon Network), Wacky Races was *The Cannonball Run* (if anyone remembers that) of the Hanna-Barbera universe. Infogrames' colorific version of the all-star race showcases eight of the eleven nutty racing teams and their silly vehicles in an eye-popper that captures the look and spirit of the TV series.
PLAY CONTROL: Dick Dastardly and Muttley, Penelope Pitstop, the Slag Brothers and five other racers hit the rollicking road, and each handles differently, piling depth atop the quirky fun.
GAME DESIGN: Racing games, especially those with behind-the-car exhibitions of speed, haven't had the best track record on the GB, but Wacky Races is a fast, kart-style game, complete with power-ups, boosts, jumps, oil slicks and oncoming traffic.
SATISFACTION: This is actually the second Wacky Races game for Nintendo. While the first was, strangely, a platformer for the NES, this version does the license justice and GBC racing games proud.
SOUND: It would have been nice to hear Muttley's sneering snicker, but the giddy score is worth keeping an ear out for, too.
COMMENTS: Kyle–*What a great license to pull out of the past! A good game with obscure characters, instead of a bad game with hugely popular characters.*





OVERALL 7.2 RATING

- Infogrames/8 Megabits
- 1 player
- GBC exclusive
- 9 tracks
- 8 racers

GRAPHICS 7.8
PLAY CONTROL 7.2
GAME DESIGN 6.4
SAT. 7.2
SOUND 7.6



HOW IT RATES A good and goofy racing game for all ages, Wacky Races was approved by the ESRB for Everyone. Explosive power-ups do come into play, but there's no mistaking that the dastardly doings are comic and exaggerated.

NINTENDO POWER STAFF SCORES

9.0 → Kyle
7.0 → Chris
6.8 → Sonja
6.7 → Drew
6.5 → Scott

GAME BOY COLOR

DISNEY'S DINOSAUR

Ubi Soft unearths Disney dinos and Jurassic action.

GRAPHICS: A far cry from the jaw-dropping animation of the Disney flick, Ubi Soft's relatively lackluster adaptation looks a tad primitive and in need of evolving. In contrast, the 13 character portraits that you can print out, look more on par with Disney standards.
PLAY CONTROL: As you find the other characters in the game, you'll eventually be able to play as them. Each character has a unique ability that may help you finish an objective, like climbing vines using Suri, jumping crevasses as Plio or pushing heavy objects with Aladar. The game is meant for younger players, so mastering the repertoire of moves is made easy thanks to simple and responsive controls.
GAME DESIGN: Similar to the character juggling of Donkey Kong 64, Dinosaur requires explorers to choose the right prehistoric creature for the job, and the setup makes things interesting and puzzling.
SATISFACTION: The game encourages teamwork and teaches problem solving, making Dinosaur a positive diversion for younger gamers.
SOUND: The sound track is a notch above the usual, and the dinosaur snarls and sound effects have considerable bite.
COMMENTS: Andy–*Appropriate for the target audience, but the action is too simple for older gamers.* Drew–*This may become the victim of natural selection.*



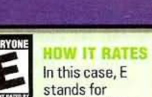






- Ubi Soft/16 Megabits
- 1 player
- GBC exclusive
- Game Boy Printer compatible
- 5 worlds, 28 levels
- 6 playable characters

GRAPHICS 5.8
PLAY CONTROL 5.7
GAME DESIGN 5.8
SAT. 5.5
SOUND 6.2



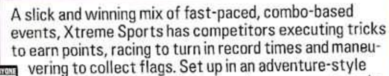
HOW IT RATES In this case, E stands for "Everybody," not "Extinct," and Dinosaur thrives with tame gaming suitable for all ages. Just as you'd expect from a Disney-related title, Dinosaur is safe for anyone.

NINTENDO POWER STAFF SCORES

6.5 → Drew
6.2 → Andy
6.0 → Sonja
5.5 → Scott
4.6 → Kyle

ALSO PLAYING THIS MONTH

XTREME SPORTS
- Infogrames/32 Megabits
- 1 player
- GBC exclusive
- 5 events



A slick and winning mix of fast-paced, combo-based events, Xtreme Sports has competitors executing tricks to earn points, racing to turn in record times and maneuvering to collect flags. Set up in an adventure-style format, the sharp-looking game also manages to poke fun at how cola companies market to "extreme" types.



OVERALL RATING 7.9

GRAPHICS 7.8
PLAY CONTROL 7.5
GAME DESIGN 8.5
SAT. 8.0
SOUND 6.8

MAGICAL DROP
- Classified Interactive/ 8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link and GB Printer compatible

An instantly frantic puzzle encounter of the Bust-a-Move kind, Magical Drop unloads piles of blocks toward a character in the middle of the playing field. That character can magically clear away blocks, but you must protect it from the avalanche by extracting like-colored columns and shooting them back at matching stacks.



OVERALL RATING 7.7

GRAPHICS 7.2
PLAY CONTROL 7.4
GAME DESIGN 7.8
SAT. 8.4
SOUND 7.0

WINNIE THE POOH: ADVENTURES IN THE 100-ACRE WOOD
- Newkidco/16 Megabits
- 1 player
- GBC exclusive

Newkidco's gorgeous video board game will enchant the tots and tenderhearted as they recreate A. A. Milne's tales, such as hiding from Tigger as he pursues you on the game board. Gamers can also view stories, play arcade-style minigames and decorate Pooh's home in a cheery experience that's as lovable and mellow as Pooh himself.



OVERALL RATING 7.2

GRAPHICS 8.4
PLAY CONTROL 7.2
GAME DESIGN 6.8
SAT. 6.6
SOUND 7.2

MIB2: MEN IN BLACK–THE SERIES
- Crave/8 Megabits
- 1 to 8 players alternating
- GBC exclusive

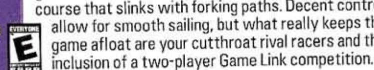
More Marioesque than the previous MIB platformer, MIB2 furthers the adventures of Agents J and K in their pursuit of sunglasses, bonus stars and intergalactic scum. Up to eight players can switch off gathering the collectibles in a cooperative mode, which lets each player begin where the previous suit-and-tie left off.



OVERALL RATING 6.6

GRAPHICS 7.4
PLAY CONTROL 6.4
GAME DESIGN 6.4
SAT. 6.4
SOUND 6.2

VR SPORTS POWERBOAT RACING
- Vatical/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible



In Vatical's top-down hydro race, you'll pilot either a single hull or catamaran-type boat down a serpentine course that slinks with forking paths. Decent controls allow for smooth sailing, but what really keeps this game afloat are your cutthroat rival racers and the inclusion of a two-player Game Link competition.



OVERALL RATING 5.6

GRAPHICS 6.5
PLAY CONTROL 5.3
GAME DESIGN 5.8
SAT. 4.8
SOUND 5.3

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.


Early Childhood

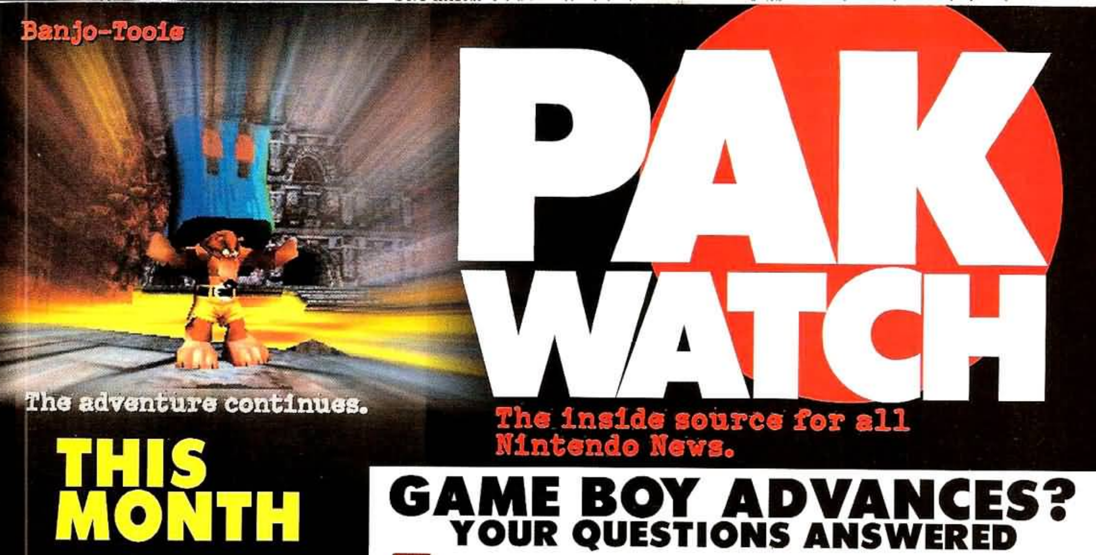

All Ages

Teen (13+)

Mature (17+)


Adult (18+)


Rating Pending



THIS MONTH





"Oh boy, oh boy, oh boy!"

ISS 2000



Konami puts its foot down

CRUIS'N EXOTICA



Atlantis or bust!

MADDEN 2001



One more season.

GAME BOY ADVANCES?
YOUR QUESTIONS ANSWERED

Ever since Nintendo of America held a conference for developers of Game Boy Advance games in early April, readers have been writing and e-mailing us with questions about the next generation, hand-held system. So here's the latest:

Q: What will Advance look like?
A: We don't have any images of the final casing yet, but you can get a fair idea from the following description. Game Boy Advance (known at Nintendo as AGB) will be about the same size as Game Boy Color. It will be held horizontally instead of vertically because of its wider screen. The control interface of Game Boy Advance will consist of six buttons and a Control Pad. There will be a serial port connection, and an infrared port will be available as an accessory since it won't be built into the system.

Q: How good are the graphics?
A: Very good. The 3" diagonal LCD is 60% larger than the screen of Game Boy Color, and it has a resolution of 240 x 160 pixels and a palette of over 32,000 colors in bitmap mode. The screen image is very sharp and it doesn't blur when characters move about. Several sample animations were shown to the developers, including a full-motion video running at 30 frames per second and 2-D animations that demonstrated AGB's built-in transparency and fading capabilities. Other highlights included showing 120 objects moving on the screen simultaneously. A running demo of Yoshi's Story signaled that the system isn't limited to recreations of Super NES titles.

Q: Is the sound better than on Game Boy?
A: The sound samples emulating the output from the stereo jacks were quite impressive, demonstrating that AGB can combine four audio channels from the original Game Boy with two new PCM channels capable of producing very high quality music and sound effects. A demonstration of Factor 5's music software tool MusyX blended 29 instrument voices together. Of course, the sound will be best heard through headphones.

Q: What network capabilities will Advance have?
A: Four AGBs will be able to link together via their serial ports for direct multiplayer gaming. The AGB also will feature advanced capabilities for wireless or landline networked gaming and support cool accessories such as the color camera and printer.

Q: Will older Game Boy titles play on Advance?
A: Yes, all of them. Advance contains the Game Boy Color CPU in addition to the 32-bit CPU. New games will range in size from 32 Megabits up to 256 Megabits, comparable to N64 games. Advance games will not run on older Game Boy systems.

Q: When will it be released?
A: The current plan is to release the system

SUMMER STYLE SET BY BEAR IN HOTPANTS

The year 2000 is likely to enjoy a rare summer. It's not that rain is less likely to fall or that the sunsets will be an unusual shade of orange this year. No, it's going to be special because two incredible N64 games will be launched by Rare within a span of three months. At the end of May, Perfect Dark got the ball rolling with intense action. Then, on August 28th, the release of Banjo-Tooie will bring much-needed comic relief with the irrepressible bear and bird duo from Banjo-Kazooie in what's possibly the most beautiful video game every made. Up until this point, news on the development of Banjo-Tooie has been kept fairly quiet, but Power can't keep mum any longer. Banjo-Tooie is a treasure, and though it's still being polished, we can see clearly that it is a gem with Rare qualities. Beginning with all the moves players learned in B-K, Banjo-Tooie goes on to add at least another 20 moves to the pair's repertoire. The eight new worlds contain Jiggies and Jinjos, as in the previous adventure, but the puzzles are clever enough to fool three Nobel laureates and a weasel, and some of the fights take place against enemies that are big enough to get their own zip code. Players will encounter hilarious characters, a wonderful musical score, vast areas that must be visited over and over, and graphics so stunning that they should be painted on the ceiling of some really famous building. And then there are those brilliant yellow shorts—we think they're going to be all the rage this summer.

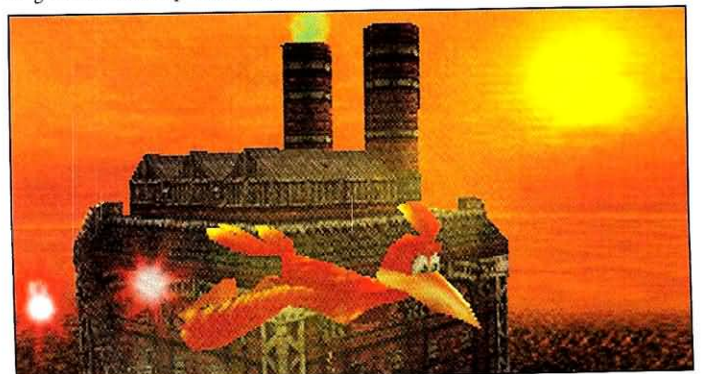














Pak Play

Hands-on previews of upcoming games.

MIDWAY CRUISES AGAIN

Cruis'n Exotica takes the tried-and-true formula of speed, road courses, unusual racing vehicles and lots of bumper-to-bumper action, and to make this Cruis'n truly exotic, Midway slips in some fantasy elements such as roads on Atlantis and Mars. With 12 tracks and fields of 12 cars, there's a lot to explore. The cars are as otherworldly as some of the races: the Cooler is a hearse, the War-wagon has a cannon mounted in back, the Wideload is a convertible semi, and the Sundowner is an experimental solar-powered vehicle. Exotica for the N64 remains true to its arcade heritage with solid play control, high frame rates and a rocking sound track. The low-poly objects help keep the game fast, so all those flat trees are really a good thing. Cruis'n fans will have three modes to master—Exotica, Freestyle and Challenge. If you do well, you'll win new vehicles. Midway hasn't nailed down the release date yet, but they've suggested that it will be late this fall.









A SOCCER SUPERSTAR RETURNS

Konami's International Superstar Soccer scored the first goal when it was released for the N64, but in the years that followed, the FIFA series stole most of the thunder. Now, approaching the 2000 Olympics this October, Konami is making another run at stardom, and the competition from FIFA is nowhere to be seen. ISS 2000 features most of the things that have made the series so solid. There are seven modes of play: Pre-season Match, World League, International Cup, Euro Cup, PK, Scenario and Training. Up to four players can join in. In fact, four players can join together and gang up on the CPU. Once again the commentary is realistic, provided by Chris James and Terry Butcher. And the graphics also received a boost, at least if you plug in an Expansion Pak. The innovative player status icons help you put the best team on the pitch.

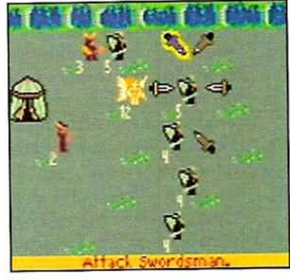




YE MIGHTY HEROES OF 3DO

Hail all heroes—knights and wizards alike—for thy quest is about to begin. Heroes of Might & Magic for Game Boy Color has appeared on the RPG/strategy scene like a breath of fresh air. In this innovative PC adaptation, you'll take the throne of a kingdom in one of eight scenarios. As the monarch, you're charged with ordering the affairs of your country, recruiting and commanding heroes, managing natural resources and your coffers of gold, and doing battle with enemy nations on your borders. The battle system combines real-time and turn-based elements—all very intuitive. Like Warlocked, Heroes of M&M asks players to explore uncharted lands and build new units. Tools such as the Kingdom Overview help you check the status of your possessions so you can make quick decisions. Know Wonder, the developer, is better known for edutainment PC titles, but this mini GBC epic is mightier than most, and you'll be able to bring it home to your castle by the end of this month.





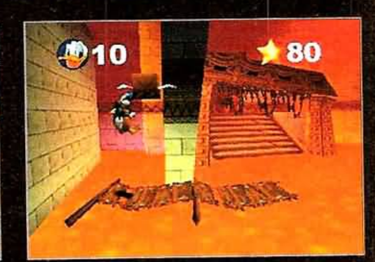


THE "OTHER" DONALD

When it comes to video game characters, Donald Duck is set to trump the competition in Ubi Soft's upcoming N64 title featuring Disney's hero. Early versions of the game show a 3-D Donald hopping and bopping through a wide range of worlds. Due out this fall, Disney's Donald Duck will feature platform action of all sorts. You'll find open 3-D arenas, Marioesque adventure areas and Crash Bandicoot-style action-on-a-track. Our early versions have had sweet play control, as well. This month's Pak gallery gives you a beak-watering taste of the fine-feathered fare.













Mr. Duck steps out on the N64.

Pak Peeks

What's breaking in the world of games.

Mia means soccer

Shortly before E3, South Peak Interactive made history by announcing that Mia Hamm, the star of the U.S. women's 1999 World Cup championship soccer team, would endorse **Mia Hamm Soccer 2000** for the N64. The remarkable thing is not


Mia Hamm

that another soccer game will be available later this year, but that for the first time in console game history a female athlete will endorse a video game of a major team sport. The game features real-time weather conditions, multiple difficulty levels, 50 women's soccer teams from around the world and voice commentary from Wendy Gebauer, lead analyst for the 1999 Women's World Cup broadcasts. It's about time women's sports were added to the video game library, and we hope other publishers follow South Peak's lead.

N64 update

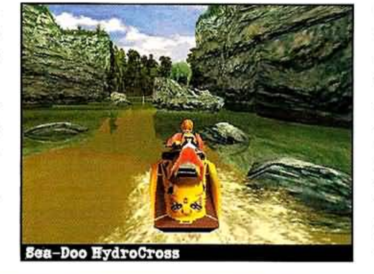
Who's in and who's out? The world of video game publishing constantly shifts with titles being announced, developed, dropped or published. The latest drop is **Tony Hawk's Pro Skater 2**—the announced game was dropped recently, but it certainly isn't the result of poor performance by the original game. Tony Hawk has been on the top 10 sales chart since its debut. But on the other side of the coin, new titles such as **Batman Beyond**, currently in the works for the N64 at Kemco, tend to balance out the equation.

Another unexpected game for fall 2000 is a new **Madden** football game for the N64. Rumormongers on the Internet falsely reported that EA Sports didn't have any N64 titles in their lineup for the fall season. It turns out that they will go head-to-head one more time with Acclaim's **NFL Quarterback Club.**

Activision's **X-Men: Mutant Academy** may turn out to be a surprise hit when it's released later this year. The upcoming movie could make this comic book franchise even more popular than expected. In the game, you'll find yourself in the training facility of the famous X-Men, where you'll learn the fighting moves of ten of the mutants. Wolverine, Cyclops, Gambit, Storm, Beast, Phoenix, Magneto and Sabretooth each have signature moves and mutant powers. And honestly, who among us hasn't wanted to use our superpowers to kick some mutant tail?

Vatical's duo of **Polaris SnoCross** and **Sea-Doo HydroCross** are looking remarkably sharp even at an early stage of development. Both racers are likely to miss their scheduled launch dates in August, but we won't complain if the final games look this good.


Polaris SnoCross


Sea-Doo HydroCross

At Red Storm, the people who brought you **Rainbow Six** are working hard on a new N64 thriller with a more radical threat than terrorists. Based on a new TV series, **Roswell Conspiracies** follows two intelligence agents as they probe 40 levels in search of evidence that aliens live among us. Part of the strategy will be to keep what you know hidden from the public so running around blasting aliens in midtown Manhattan will be a no-no.


Taz Express

Infogrames has moved ahead with plans to release **Taz Express** this fall. The game is finally taking shape at Zed Two, the British developer that created **Wetris.** Although the plot hasn't changed since we first reported on Taz, the game play mechanics have been refined. The best part of the preview version we played at Pak Watch was Taz's spin move, which lets players blast through walls and obstacles.

The ninja returns

What little publisher produces innovative GBC games that everyone loves? If you have just one answer to this million-dollar question, choose Natsume. The year 2000 will see Natsume continuing its self-appointed campaign to bring classy games with surprising depth to Game Boy Color. Launching two RPG sequels—**Harvest Moon 2** and **Legend of the River King 2**—would have been enough to satisfy most gamers, but Natsume has bigger plans. **Lufia: The Beginning of a Legend** brings a

COMING SOON


Return of the Ninja

popular RPG franchise from the Super NES to GBC, but The Beginning of a Legend is an entirely new game, its events predating the original Lufia. For action fans, Natsume will reintroduce a game that is based on one of the all-time NES classic series—**Ninja Gaiden**. Natsume developed the Ninja Gaiden games for Tecmo, and the license remains with that publisher. So Natsume's **Return of the Ninja** will have different characters and a new story based in feudal Japan, but it will have the same style of leaping, slashing action that made the NG games huge hits. Return of the Ninja will feature multiple pathways and special ninja skills such as the ability to walk on water, climb on ceilings or blend into backgrounds. It sounds too cool to miss.

The gods are crazy about GBC

Saffire Corp. has been working on a franchise concept for the past year or two, and it's finally coming to fruition. Originally called the Young Olympians, the game was to reintroduce a young set of Greek gods to our modern world where they would combat ancient evils that never seem to go away. The first game of the franchise is going to be for the Game Boy Color, and it's now being called **Saffire**, after a character in the game. We suspect that it's just a coincidence that the character shares a name with the developer. More as it develops.


Saffire

Hercules


Titus

Army Men: Sarge's Heroes 2


3DO

Crystalis


Nintendo

Dragon Warrior I & II


Enix

Heroes of Might & Magic


3DO

Legend of Zelda: Majora's Mask


Nintendo

RELEASE FORECAST

SUMMER 2000

AIDYN CHRONICLES: THE FIRST MAGE
BANJO-TOOIE
BLUES BROS. 2000
F-1 RACING CHAMPIONSHIP
HERCULES
ISS 2000
KIRBY 64: THE CRYSTAL SHARDS
OGRE BATTLE 64
SUPER BOWLING
TUROK 3
ALICE IN WONDERLAND
ARMY MEN: AIR ATTACK
CROC
CRYSTALIS
DAFFY DUCK: FOWL PLAY
FIFA 2000
HERCULES
HEROES OF MIGHT & MAGIC
MEGA MAN X
PERFECT DARK
SAN FRANCISCO RUSH
SUZUKI ALL-STAR EXTREME RACING
TEST DRIVE: CYCLE
TONIC TROUBLE
TRICK BOARDER
WICKED SURFING
X-MEN MUTANT ACADEMEY
XENA

FUTURE

ARMY MEN: SARGE'S HEROES 2
BATMAN BEYOND
BIG MOUNTAIN 2000
CONKER'S BAD FUR DAY
CRUISIN' EXOTICA
DINOSAUR PLANET
DISNEY'S DONALD DUCK
ETERNAL DARKNESS
HEY YOU, PIKACHU!
THE LEGEND OF ZELDA: MAJORA'S MASK
MADDEN NFL 2001
MARIO TENNIS
MEGA MAN 64
MICKEY'S SPEEDWAY USA
THE NEW ADVENTURES OF BATMAN
NFL BLITZ 2001
NFL QUARTERBACK CLUB 2001
POLARIS SNOCROSS
POKéMON PUZZLE LEAGUE
POWER RANGERS LIGHTSPEED RESCUE
READY 2 RUMBLE 2
RIQA
ROSWELL CONSPIRACIES
RUSH 2049
SEA-DOO HYDROCROSS
SPIDER-MAN
SUPER MARIO RPG 2
SYDNEY 2000 OLYMPICS
TAZ EXPRESS
TONY HAWK'S PRO SKATER 2
VIP
THE WORLD IS NOT ENOUGH
WWF ARMAGEDDON
X-MEN
5 A SIDE
ALIENS
ARMY MEN 2
AUSTIN POWERS
BARBIE'S FASHION PACK
BUFFY THE VAMPIRE SLAYER
CASTLEVANIA II
CROC 2
CRUSADERS OF MIGHT & MAGIC
DAIKATANA ADVENTURE
DISNEY'S ALADDIN
DISNEY'S DONALD DUCK
DISNEY/PIXAR'S BUZZ LIGHTYEAR OF SPACE COMMAND
GAUNTLET LEGENDS
GOBS OF GAMES
DONKEY KONG COUNTRY
HARVEST MOON 2
INSPECTOR GADGET
LEGEND OF THE RIVER KING 2
THE LITTLE MERMAID 2
LOONEY TUNES COLLECTOR: ATTACK!
LUFIA: THE BEGINNING OF A LEGEND
MAT HOFFMAN'S PRO BMX
POKéMON PUZZLE LEAGUE
POKéMON GOLD
POKéMON SILVER
POWERPUFF GIRLS
POWER RANGERS LIGHTSPEED RESCUE
RETURN OF THE NINJA
RUGRATS IN PARIS
THE SIMPSONS
SYDNEY 2000 OLYMPICS
T-TEX
TERRITORY
TWEETIE'S HIGH FLYIN' ADVENTURE
WALT DISNEY'S THE JUNGLE BOOK
WARLOCKED
WWF
THE WORLD IS NOT ENOUGH
X-MEN: MUTANT WARS
ZELDA: TRIFORCE SERIES (3 TITLES)

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...
Volume 134, July 2000

Kirby 64: The Crystal Shards



Your little pink friend from the NES, Super NES and Game Boy is back! The enemy-inhaling superstar bounds onto the N64 in an action/adventure that will take you to Popstar and beyond. The Dark Matter has made a mess of things on Ripple Star, leaving Kirby to pick up the pieces on a series of treacherous planets. Start your journey with our crystal-collecting coverage in July.

Warlocked



Vast armies of brave knights and foul beasts are clashing on the Game Boy Color. We'll walk you through the finer sword points of real-time strategy next month.

Crystalis



The four elemental swords are waiting to be found in this adaptation of the NES classic for Game Boy Color. Our sage advice will help you become the savior of Dragonia.



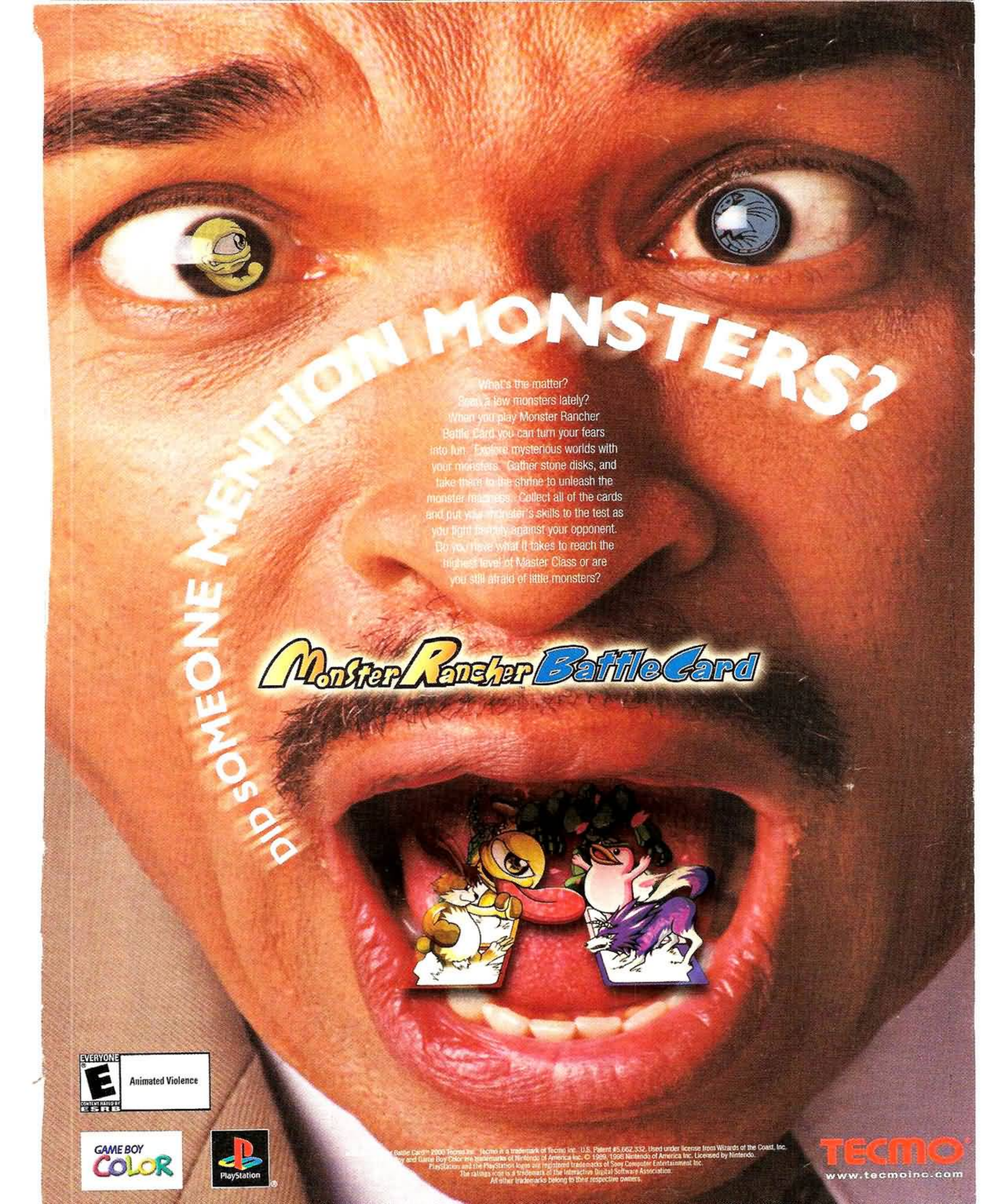
E3 Wrap-Up

After the Electronic Entertainment Expo folds up shop and the dust settles, our expert witnesses will give full testimony about the exciting new products displayed there.

N64
1. A Bug's Life
2. All-Star Baseball 2001
3. Armorines: Project S.W.A.R.M.
4. Army Men: Air Combat
5. Army Men: Sarge's Heroes
6. Asteroids Hyper 64
7. Banjo-Kazooie
8. Bassmasters 2000
9. BattleTanx
10. BattleTanx Global Assault
11. Battlezone 64: Rise of the Black Dogs
12. Beast Wars: Transmetals (N64)
13. Beetle Adventure Racing
14. BioFreaks
15. Blast Corps
16. Body Harvest
17. Bomberman Hero
18. Bomberman 64: The Second Attack!
19. Brunswick Circuit Pro Bowling
20. Buck Bumble
21. Bust-a-Move '99
22. California Speed
23. Carmageddon 64
24. Castlevania
25. Castlevania: Legacy of Darkness
26. Chameleon Twist 2
27. Charlie's Blast Territory
28. Chopper Attack
29. Command & Conquer
30. Cruis'n USA
31. Cruis'n World
32. CyberTiger
33. Daikatana
34. Destruction Derby 64
35. Diddy Kong Racing
36. Disney's Tarzan
37. Donkey Kong 64
38. Doom 64
39. Duke Nukem: Zero Hour
40. Earthworm Jim 3-D
41. ECW Hardcore Revolution
42. Elmo's Letter Adventure
43. Elmo's Number Journey
44. Excitebike 64
45. Extreme-G 2
46. F-1 World Grand Prix
47. F-Zero X
48. FIFA '99
49. Fighter Destiny 2
50. Fighting Force 64
51. 40 Winks
52. Gauntlet Legends
53. Gex 3: Deep Cover Gecko
54. Glover
55. Goemon's Great Adventure
56. GoldenEye 007
57. Harvest Moon 64
58. Hot Wheels Turbo Racing
59. Hybrid Heaven
60. Hydro Thunder
61. Indy Racing 2000
62. In-Fisherman Bass Hunter 64
63. International Track & Field 2000
64. Jeremy McGrath Supercross 2000
65. Jet Force Gemini
66. Killer Instinct Gold
67. Knockout Kings 2000
68. The Legend of Zelda: Ocarina of Time
69. LEGO Racer
70. Lode Runner 3-D
71. Looney Tunes: Duck Dodgers Starring Daffy
72. Duck
73. Madden NFL 2000
74. Magical Tetris Featuring Mickey
75. Mario Golf
76. Mario Kart 64
77. Mario Party
78. Mario Party 2
79. Micro Machines 64 Turbo
80. Mission: Impossible
81. MLBPA: Bottom of the 9th
82. Monaco Grand Prix
83. Monopoly
84. Monster Truck Madness
85. Mortal Kombat 4
86. Mortal Kombat Mythologies: Sub-Zero
87. Mortal Kombat Trilogy
88. Mystical Ninja Starring Goemon
89. NAMCO Museum 64
90. NASCAR 2000
91. NBA Courtside 2 Featuring Kobe Bryant
92. NBA Hang Time
93. NBA in the Zone 2000
94. NBA Jam 2000
95. NBA Live 2000
96. NBA Showtime
97. The New Tetris
98. NFL Blitz 2000
99. NFL Quarterback Club 2000
100. NHL Blades of Steel '99
101. NHL Breakaway '99
102. NHL '99
103. Nightmare Creatures
104. Nuclear Strike 64
105. Off-road Challenge
106. Paperboy
107. Penny Racers
108. Perfect Dark
109. PGA European Tour
110. PilotWings 64
111. Pokémon Snap
112. Pokémon Stadium
113. Quake II
114. Quest 64
115. Rainbow Six
116. Rally Challenge 2000
117. Rampage 2: Universal Tour
118. Rat Attack
119. Rayman 2: The Great Escape
120. Ready 2 Rumble Boxing
121. Resident Evil 2
122. Re-Volt
123. Ridge Racer 64
124. Road Rash 64
125. Roadsters
126. Rocket: Robot on Wheels
127. Rugrats Scavenger Hunt
128. Rush 2
129. San Francisco Rush: Extreme Racing
130. Shadow Man
131. Shadowgate 64: Trials of the Four Towers
132. Snowboard Kids 2
133. South Park
134. South Park: Chef's Luv Shack
135. South Park Rally
136. Space Invaders
137. Space Station Silicon Valley
138. Starcraft 64
139. Star Fox 64
140. *Star Wars*: Episode I: Racer
141. *Star Wars*: Rogue Squadron
142. *Star Wars*: Shadows of the Empire
143. Starshot: Space Circus Fever
144. Super Mario 64
145. Super Smash Bros.
146. Supercross 2000
147. Superman
148. 1080° Snowboarding
149. Tonic Trouble
150. Tony Hawk's Pro Skater
151. Top Gear Overdrive
152. Top Gear Rally 2
153. Top Gear Hyper-Bike
154. Toy Story 2
155. Transfer Pak
156. Triple Play 2000
157. Turok: Dinosaur Hunter
158. Turok: Rage Wars
159. Turok 2: Seeds of Evil
160. Twisted Edge Snowboarding
161. Vigilante 8: 2nd Offense
162. V-Rally Edition '99
163. Waialae Country Club: True Golf Classics
164. Wave Race 64
165. WCW Mayhem
166. WCW Nitro
167. WCW/nWo Revenge
168. WCW vs. nWo: World Tour
169. Wetrix
170. WinBack: Covert Operations
171. Wipeout 64
172. World Driver Championship
173. World League Soccer 2000
174. Worms: Armageddon
175. WWF Attitude
176. WWF War Zone
177. WWF WrestleMania 2000
178. Xena: Warrior Princess: The Talisman of Fate
179. Yoshi's Story

Game Boy
180. All-Star Baseball 2000
181. Armorines: Project S.W.A.R.M.
182. Army Men
183. Asteroids
184. Azure Dreams
185. Battleship
186. Battle Tanx (Game Boy)
187. Billy Bob's Huntin' 'n' Fishin'
188. Bionic Commando: Elite Forces
189. Black Bass Lure Fishing
190. Blaster Master
191. Boarder Zone
192. Bomberman Max
193. Bubble Bobble Classics
194. Bugs Bunny: Crazy Castle
195. Bust-a-Move 4
196. Caesar's Palace II
197. Casper
198. Castlevania Legends
199. Caterpillar Construction Zone
200. Catwoman
201. Deer Hunter
202. Disney's Beauty and the Beast
203. Disney's Dinosaur
204. Disney's Tarzan
205. Donkey Kong Land
206. Donkey Kong Land 2: Diddy's Kong Quest
207. Donkey Kong Land 3
208. Dragon Warrior Monsters
209. Duke Nukem
210. Earthworm Jim: Menace 2 the Galaxy
211. FIFA 2000
212. Final Fantasy Adventure
213. Final Fantasy Legend
214. Final Fantasy Legend II
215. Final Fantasy Legend III
216. Frogger
217. Game & Watch Gallery 3
218. Gex 3: Deep Pocket Gecko
219. Ghosts 'n' Goblins
220. Grand Theft Auto
221. Gold & Glory: The Road to El Dorado
222. Harvest Moon GB
223. Hello Kitty's Cube Frenzy
224. James Bond 007
225. Ken Griffey Jr. Presents MLB
226. Kirby's Dream Land 2
227. Klax
228. Knockout Kings
229. Legend of the River King
230. Legend of the Sea King
231. The Legend of Zelda: Link's Awakening DX
232. Lil' Monster
233. Looney Tunes Collector: Alert!
234. Madden NFL 2000
235. Magical Tetris Challenge
236. Mario Golf
237. Mega Man V
238. Metal Gear Solid
239. Metroid II: The Return of Samus
240. Mickey's Racing Adventure
241. Micro Machines 1 & 2: Twin Turbo
242. Microsoft Puzzle Collection
243. Mission: Impossible
244. Monster Rancher Battle Card GB
245. Mortal Kombat 4
246. Motocross Maniacs 2
247. Ms. Pac-Man Special Color Edition
248. NBA 3-on-3 Featuring Kobe Bryant
249. NBA Showtime
250. NFL Blitz 2000
251. NHL Blades of Steel 2000
252. Oddworld Adventures 2
253. Pac-Man Special Color Edition
254. Pokémon
255. Pokémon Pinball
256. Pokémon Trading Card Game
257. Pong: The Next Level
258. Prince of Persia
259. Puchi Carat
260. Rampage 2: Universal Tour
261. Rayman
262. Ready 2 Rumble Boxing
263. Roadsters Trophy
264. Ronaldo V-Soccer
265. R-Type DX
266. Shadowgate Classic
267. Smurf's Nightmare
268. Space Invaders
269. *Star Wars*: Episode I: Racer
270. Super Mario Bros. Deluxe
271. Super Mario Land
272. Super Mario Land 2: 6 Golden Coins
273. SuperShot Golf Robot
274. Survival Kids
275. Tetris Attack
276. Tetris DX
277. Tiger Woods PGA 2000
278. Titus the Fox
279. Tomb Raider
280. Toobin'
281. Top Gear Pocket 2
282. Towers: Lord Baniff's Deceit
283. Toy Story 2
284. Turok: Rage Wars
285. Uno
286. Vigilante 8
287. VR Sports Powerboat Racing
288. Wacky Races
289. Wario Land: Super Mario Land 3
290. Wario Land 2
291. Wario Land 3
292. Wings of Fury
293. Worms: Armageddon
294. WWF Attitude
295. WWF WrestleMania 2000
296. Yars' Revenge
297. Yoda Stories

Upcoming Releases & Other Picks
298. Aidyn Chronicles: The First Mage (N64)
299. Alice in Wonderland (Game Boy)
300. Animorphs (Game Boy)
301. Army Men 2 (Game Boy)
302. Army Men: Sarge's Heroe's 2 (N64)
303. Banjo-Tooie (N64)
304. Batman Beyond (N64)
305. Big Mountain 2000 (N64)
306. Blues Brothers 2000 (N64)
307. Conker's Bad Fur Day (N64)
308. Crystalis (Game Boy)
309. Cruis'n Exotica (N64)
310. Disney's Donald Duck (N64)
311. Dolphin
312. Donkey Kong Country (Game Boy)
313. Dragon Warrior I&II (Game Boy)
314. EarthBound 64 (N64)
315. Eternal Darkness (N64)
316. F-1 Racing Championship (N64)
317. Game Boy Advance
318. Gobs of Games (Game Boy)
319. Harvest Moon 2 (Game Boy)
320. Hercules: The Legendary Journeys (N64)
321. Heroes of Might & Magic (Game Boy)
322. Hey You, Pikachu! (N64)
323. International Superstar Soccer 2000 (N64)
324. Kirby 64: The Crystal Shards (N64)
325. Legend of the River King 2 (N64)
326. The Legend of Zelda: Triforce Series (G.B.)
327. The Legend of Zelda: Majora's Mask (N64)
328. Lufia: Ruins Chaser (Game Boy)
329. Madden 2001 (N64)
330. Mega Man 64 (N64)
331. Mia Hamm Soccer 2000 (N64)
332. Mickey's Speedway USA (N64)
333. Mini Racers (N64)
334. NFL Quarterback Club 2001 (N64)
335. The New Adventures of Batman (N64)
336. Ogre Battle 64: Person of Lordly Caliber (N64)
337. Perfect Dark (Game Boy)
338. Pokémon Attack (Game Boy)
339. Pokémon Attack (N64)
340. Pokémon Gold (Game Boy)
341. Pokémon Silver (Game Boy)
342. Polaris SnoCross (N64)
343. Power Rangers Lightspeed Rescue (N64)
344. Powerpuff Girls (Game Boy)
345. Return of the Ninja (Game Boy)
346. Riqa (N64)
347. Roswell Conspiracies (N64)
348. Rugrats in Paris: The Movie (N64)
349. Rush 2049 (N64)
350. Scooby-Doo! (N64)
351. Sea-Doo Hydrocross (N64)
352. Spider-Man (N64)
353. Spider-Man (Game Boy)
354. Stunt Racer 64 (N64)
355. Super Bowling (N64)
356. Sydney 2000 (N64)
357. Taz Express (N64)
358. Test Drive Rally (N64)
359. Toonsylvania (Game Boy)
360. Turok 3: Shadow of Oblivion (N64)
361. Warlocked (Game Boy)
362. Winnie the Pooh (Game Boy)
363. Winnie the Pooh (N64)
364. X-Men: Mutant Academy (N64)
365. X-Men: Mutant Academy (Game Boy)


DID SOMEONE MENTION MONSTERS?
What's the matter?
Seen a few monsters lately?
When you play Monster Rancher
Battle Card you can turn your fears
into fun. Explore mysterious worlds with
your monsters. Gather stone disks, and
take them to the shrine to unleash the
monster madness. Collect all of the cards
and put your monster's skills to the test as
you fight against your opponent.
Do you have what it takes to reach the
highest level of Master Class or are
you still afraid of little monsters?
Monster Rancher Battle Card
EVERYONE
E
CONTENT RATED BY ESRB
Animated Violence
GAME BOY COLOR
PlayStation
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NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 132 (May. '00): Excitebike 64, Perfect Dark Multiplayer Strategy, Bomberman 64: The Second Attack!, Beast Wars: Transmetals, Looney Tunes Collector: Alert! (GB), Bomberman Max: Blue Champion/Red Challenger (GB), Metal Gear Solid (GB), Tomb Raider (GB), Hercules Preview, E3 Preview and Predictions, Looney Tunes: Duck Dodgers Preview, 1999 Nintendo Power Awards Winners.

Volume 131 (Apr. '00): Tony Hawk's Pro Skater, Perfect Dark, Battlezone: Rise of the Black Dogs, ECW: Hardcore Revolution, All-Star Baseball 2001, Daikatana, International Track & Field, Top Gear Hyper-Bike, Rainbow Six (GB), Pokémon Trading Card Game (GB), Excitebike 64 Preview, Army Men: Air Combat Preview, Kirby 64 Preview, Goomba Gazette.

Volume 130 (Mar. '00): Pokémon Stadium, HydroThunder, South Park Rally, Brunswick Circuit Pro Bowling, Rally Challenge 2000, Nuclear Strike 64, Blaster Master (GB), Rayman (GB), Perfect Dark, Ogre Battle Preview, Tomb Raider Preview (GB), 1999 NP Awards Nominations, Funtastic Series Colored Consoles.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64–Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB).

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure (GB), *Star Wars:* Episode I: Racer (GB), Ghosts 'n' Goblins (GB).

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

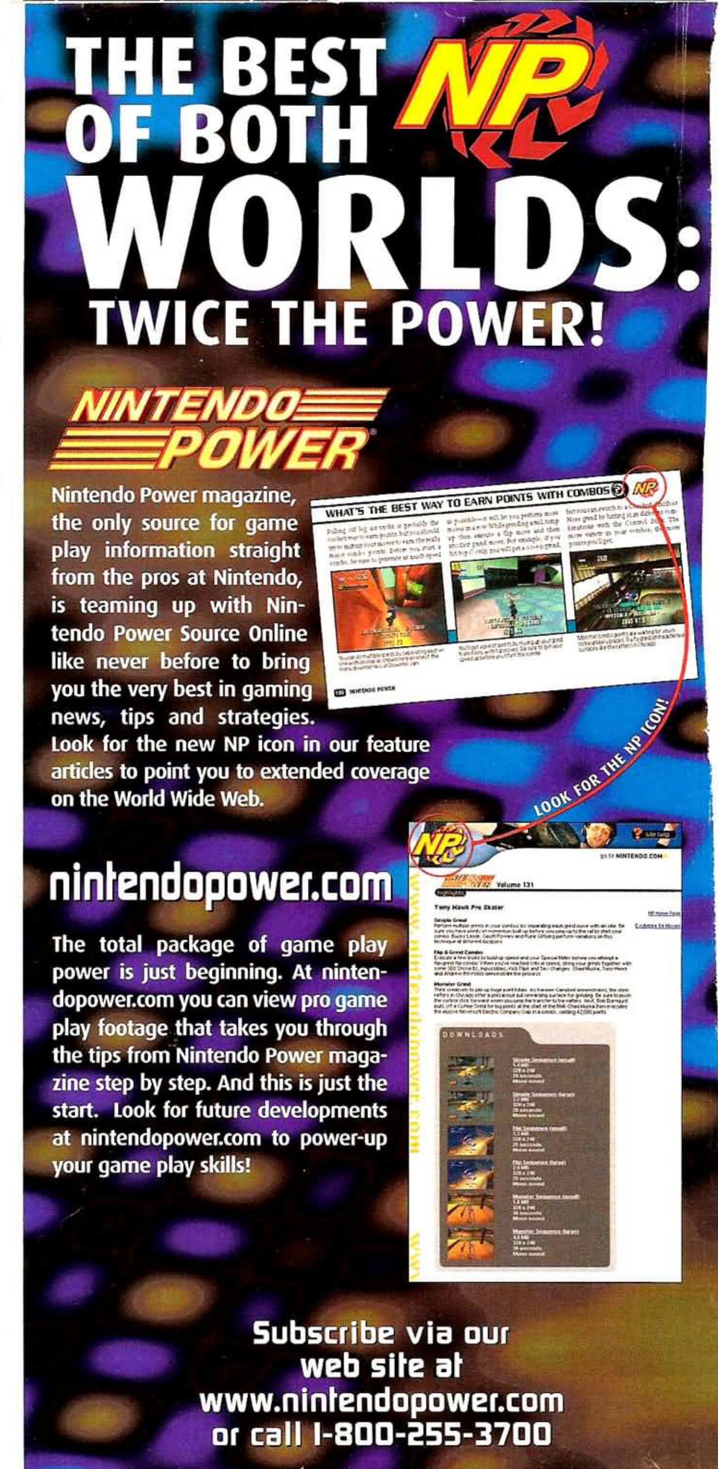
Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

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Volume 120 (May '99): Guide to E3, *Star Wars:* Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000, Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe (GB).

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Sucka, that is one BAAAAD suit!

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Whoa! "Nice" shorts dude!

Toobin'

BILLY BOB'S HUNTIN'-n-FISHIN'

That looks like my Sunday duds...

Doesn't surprise me.

Ugh, grrr, burp... grunt... thbbbbt...

RAMPAGE 2 UNIVERSAL TOUR

MARBLE MADNESS

I'm just lucky I don't wear clothes!

RAMPART

Throw that shirt into the fire!

PAPERBOY

Hey mister, ya might wanna check out the "Style" section!

Forgetaboutit.

Instead, outfit yourself with these hot games from Midway!





